

SPECIAL DOUBLES
 After Overcall: Penalty _____
 Negative thru 3S _____
 Responsive: thru 3♣ _____ Maximal
 Support: Dbl thru 2♠ _____ Rdbl
 Card-showing Min. Offshape T/O
 Take out through 4♥

SIMPLE OVERCALL
 1-level 6 to 16 HCP (usually)
 Often 4 cards Very light style
Responses
 New Suit: Forcing NFConst NF
 Jump Raise: Forcing Inv. Weak
 Cuebid is 1-round force

JUMP OVERCALL
 Strong Intermediate Weak

OPENING PREEMPTS
 Sound Light Very Light
 3/4-bids _____
 Conv./Resp. _____

DIRECT CUEBID
 Over: Minor Major
 Natural
 Strong T/O
 Michaels
 Natural if 2 suits have been bid

SLAM CONVENTIONS Gerber 4NT: Blackwood RKC 1430
 RKC 1430; Gerber over 1nt and 2nt

vs. Interference: DOPI DEPO Level: 5 _____ ROPI

LEADS (click card led, if not in bold)		DEFENSIVE CARDING	
versus Suits	versus Notrump	Standard:	vs Suits vs NT
x x	x x x x	<input type="checkbox"/>	<input type="checkbox"/>
x x x	x x x x x	Except <input type="checkbox"/>	
A K x	10 9 x	Upside-Down Count <input type="checkbox"/>	<input type="checkbox"/>
K Q x	K J 10 x	Upside-Down Attitude <input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Q J x	K 10 9 x	FIRST DISCARD	
J 10 x	Q 10 9 x	Lavinthal <input type="checkbox"/>	<input type="checkbox"/>
K Q 10 9	J 10 9 x	Odd/Even <input type="checkbox"/>	<input type="checkbox"/>
Length Leads:		OTHER CARDING	
4th Best vs Suits <input checked="" type="checkbox"/>	vs NT <input checked="" type="checkbox"/>	Smith Echo <input type="checkbox"/>	<input type="checkbox"/>
3rd/5th Best vs Suits <input type="checkbox"/>	vs NT <input type="checkbox"/>	Trump Suit Pref. <input type="checkbox"/>	<input type="checkbox"/>
	Attitude vs NT <input type="checkbox"/>	Foster Echo <input type="checkbox"/>	<input type="checkbox"/>
Primary signal to partner's leads			
Attitude <input checked="" type="checkbox"/> Count <input type="checkbox"/> Suit Preference <input type="checkbox"/>			

SPECIAL CARDING PLEASE ASK

NAMES Schroeder/Stowers

NOTRUMP OVERCALLS
 Direct: 15 to 18 Systems on
 Conv. _____
 Balance: 11 to 15 _____
 Jump to 2NT: Minors 2 Lowest
 Conv. _____

DEFENSE VS NOTRUMP
 vs: Strong 1NT _____ Weak 1NT _____
 2♣ 1 suit _____ 1 suit _____
 2♦ Majors _____ Majors _____
 2♥ ♥+minor _____ ♥+minor _____
 2♠ ♠+minor _____ ♠+minor _____
 Dbl Penalty _____ Penalty _____
 Other: Cappelletti

OVER OPP'S T/O DOUBLE
 New Suit Forcing: 1-level 2-level
 Redouble implies no fit
 2NT Over Limit + Limit Weak
 Majors
 Minors
 Other: Weak jump raise

VS OPENING PREEMPT DOUBLE IS
 Takeout thru 4H _____ Penalty
 Conv. Takeout: _____
 Lebensohl 2NT Response
 Other: 2NT Overcall = 16-18 HCP

NOTRUMP OPENING
 1NT
 15 to 17 _____
 to _____
 5-Card Major Common
 System On Over Dbl _____
 2♣ Stayman Puppet
 2♦ Transfer to ♥
 Forcing Stayman
 2♥ Transfer to ♠
 2♠ xfer clubs (4 way) _____
 2NT xfer D (4 way) _____

MAJOR OPENING
 Expected Min. Length 4 5
 1st/2nd
 3rd/4th

RESPONSES
 Double Raise: Force Inv. Weak
 After Overcall: Force Inv. Weak
 Conv. Raise: 2NT 3NT Splinter
 Other: Jacoby 2NT _____
 1NT: Forcing Semi-forcing
 2NT: Forcing Inv. to _____
 3NT: 13 to 15 _____
 Drury : Reverse 2-Way Fit
 Other: _____

DESCRIBE
 2♣ 22 to _____ HCP Or 9+ tricks
 Strong Other
 2♦ Response: Neg Waiting
 2♥ 5 to 11 HCP Normally good 6-card suit
 Natural: Weak Intermediate Strong Conv
 2♠ 5 to 11 HCP Normally good 6-card suit
 Natural: Weak Intermediate Strong Conv
 2♣ 5 to 11 HCP Normally good 6-card suit
 Natural: Weak Intermediate Strong Conv

OTHER CONV CALLS: New Minor Forcing 2-Way
 Weak jump shifts: In Comp. Not In Comp.
 4th Suit Forcing: 1 Round To Game
 Strong jumpshifts (14+we should play this suit)

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