



SPECIAL DOUBLES

After Overcall: Penalty _____
 Negative thru 4H
 Responsive : thru 4H Maximal
 Support: Dbl. thru 2S Redbl
 Card-showing Min. Offshape T/O

NOTRUMP OVERCALLS

Direct: 14(15) to 17(18) Systems on
 Conv. _____
 Balancing: 10 to 13(14)
 Jump to 2NT: Minors 2 Lowest
 Conv. _____

NAMES Mduan-Dwilliam

GENERAL APPROACH

Precision
Two Over One: Game Forcing Game Forcing Except When Suit Rebid
VERY LIGHT: Openings 3rd Hand Overcalls Preempts
FORCING OPENING: 1♣ 2♣ Natural 2 Bids Other _____

SIMPLE OVERCALL

1 level 7 to 16 HCP (usually)
 often 4 cards very light style
Responses
 New Suit: Forcing NF Const NF
 Jump Raise: Forcing Inv. Weak
 Mixed Raise

DEFENSE VS NOTRUMP

vs: Strong _____ Weak _____
 2♣ Woolsey Modified
 2♦ Modified Meckwell
 2♥ Landy
 2♠ _____
 Dbl: _____
 Other _____

NOTRUMP OPENING BIDS

1NT
 NV 10 to 13 3♣ -> 3D _____
 V 12 to 15 3♦ Majors inv
 5-card Major common 3♥ Minors GF
 System on over Dbl 2C 3♠ Majors GF
 2♣ Stayman Puppet
 2♦ Transfer to ♥ 4♦, 4♥ Transfer
Forcing Stayman Smolen
 2♥ Transfer to ♠ Lebensohl (Fast denies) **Conventional NT Openings**
 2♠ GF stayman Neg. Double
 2NT -> 3C _____ Other: (Only applies for 12-15) _____

2NT 20 to 21
 Puppet Stayman
Transfer Responses:
Jacoby Texas
 3♠ to 3nt _____
 3NT 25 to 27

JUMP OVERCALL

Strong Intermediate Weak

OVER OPP'S T/O DOUBLE

New Suit Forcing: 1 level 2 level
 Jump Shift: Forcing Inv. Weak
 Redouble implies no fit
 2NT Over Limit+ Limit Weak
 Majors
 Minors
 Other _____

OPENING PREEMPTS

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

DIRECT CUEBID

OVER: Minor Major
 Natural
 Strong T/O
 Michaels

VS Opening Preempts Double Is

Takeout thru 4H Penalty
 Conv. Takeout: _____
 Lebensohl 2NT Response
 Other: _____

MAJOR OPENING

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

MINOR OPENING

Expected Min. Length 4 3 0-2 Conv.
 1♣
 1♦

RESPONSES

Double Raise: Force Inv. Weak
 After Overcall: Force Inv. Weak
 Conv. Raise: 2NT 3NT Splinter
 Other: _____
 1NT: Forcing Semi-forcing
 2NT: Forcing Inv. _____ to _____
 3NT: 14 to 16
 Drury : Reverse 2-Way Fit
 Other: _____

RESPONSES

Double Raise: Force Inv. Weak
 After Overcall: Force Inv. Weak
 Forcing Raise: J/S in other minor
Single raise Other: _____
 Frequently bypass 4+♦
 1NT/1♣ _____ to _____
 2NT Forcing Inv. 11 to 13
 3NT: 14 to 16
 Other _____

SLAM CONVENTIONS Gerber : 4NT: Blackwood RKC 1430
 Minorwood Kickback Exclusion

vs Interference: DOPI DEPO Level: _____ ROPI

LEADS (circle card led, if not in bold)

versus Suits	versus Notrump
x x x x (x) x	x x x (x) x x
x x x x x x (x)	x (x) x x x x x
(A)K x T 9 x	A K J x A Q J x
K Q x K J T x	A J T 9 A T 9 x
Q J x K T 9 x	K Q J x K Q T 9
J T 9 Q T 9 x	Q J T x Q T 9 x
K Q T 9	J T 9 x T 9 x x

DEFENSIVE CARDING

Standard: vs SUITS vs NT
 Except
 Upside-Down: _____
 count
 attitude

LENGTH LEADS:

4th Best vs SUITS vs NT
 3rd/5th Best vs SUITS vs NT
 Attitude vs NT

FIRST DISCARD

Lavinthal
 Odd/Even

OTHER CARDING

Smith Echo
 Trump Suit Pref.
 Foster Echo

DESCRIBE

RESPONSES/REBIDS

2♣ <u>10</u> to <u>15</u> HCP Strong <input type="checkbox"/> Other <input type="checkbox"/> 2♦ Resp: Neg <input type="checkbox"/> Waiting <input type="checkbox"/>	6+C or 5C+4M	2D artificial ask 2N/3C/3D/3H relay to next high
2♦ <u>5</u> to <u>10</u> HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	Multi (one 6 Major)	2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>
2♥ <u>10</u> to <u>15</u> HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	4414/(43)15/4405	2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>
2♠ <u>10</u> to <u>15</u> HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	Any 7 card minor 3D forcing	2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>

OTHER CONV. CALLS: New Minor Forcing: 2-Way NMF

Weak Jump Shifts: In Comp. Not in Comp.
 4th Suit Forcing: 1 Rd. Game

SPECIAL CARDING

PLEASE ASK