



SPECIAL DOUBLES

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

NOTRUMP OVERCALLS

Direct: 15 to 18 Systems on
 Conv. if Opps bid, systems off
 Balancing: 12 to 14
 Jump to 2NT: Minors 2 Lowest
 Conv.

NAMES Untitled

GENERAL APPROACH

Modern Standard American
 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 8 to 18 HCP (usually)
 often 4 cards very light style
 Responses
 New Suit: Forcing NF Const NF
 Jump Raise: Forcing Inv. Weak
 1/1 is Forcing one-rnd

DEFENSE VS NOTRUMP

vs: Strong/Weak _____
 2♣ natural _____
 2♦ natural _____
 2♥ natural _____
 2♠ natural _____
 Dbl: Equal Value _____
 Other _____

NOTRUMP OPENING BIDS

1NT 15 to 17
 _____ to _____
 5-card Major common
 System on over X, 2♣
 2♣ Stayman Puppet
 2♦ Transfer to ♥ 4♦, 4♥ Transfer
 Forcing Stayman Smolen
 2♥ Transfer to ♠ Lebensohl (____ denies)
 2♠ Transfer to ♣ _____ Neg. Double _____
 2NT Inv _____ Other: _____

3♣ Inv _____
 3♦ Inv _____
 3♥ Slam Inv _____
 3♠ Slam Inv _____

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

3NT _____ to _____

Conventional NT Openings

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

OPENING PREEMPTS

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

VS Opening Preempts Double Is

2NT Over Limit+ Limit Weak
 Majors
 Minors
 Other _____

DIRECT CUEBID

OVER: Minor Major
 Natural
 Strong T/O
 Michaels

VS Opening Preempts Double Is

Takeout thru 4♥ 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: _____

RESPONSES

Double Raise: Force Inv. Weak
 After Overcall: Force Inv. Weak
 Forcing Raise: J/S in other minor
 Single raise Other: _____

SLAM CONVENTIONS Gerber 4NT: Blackwood RKC 1430

1NT: Forcing Semi-forcing
 2NT: Forcing Inv. 11 to 12
 3NT: _____ to _____
 Drury : Reverse 2-Way Fit
 Other: _____

Frequently bypass 4+♦
 1NT/1♣ 6 to 10
 2NT Forcing Inv. 11 to 12
 3NT: 13 to 15
 Other _____

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(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

Primary signal to partner's leads

Attitude Count Suit preference

DESCRIBE

RESPONSES/REBIDS

2♣ <u>22+</u> to _____ HCP Strong <input type="checkbox"/> Other <input type="checkbox"/> 2♦ Resp: Neg <input type="checkbox"/> Waiting <input type="checkbox"/>	
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"/>	Ogust 2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>
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"/>	Ogust 2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>
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"/>	Ogust 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