

SPECIAL DOUBLES

After Overcall: **Penalty**
 Negative thru 3♦
 Responsive thru 2♦ Maximal
 Support: Dbl. thru 2♦ Redbl.
 Card-showing Min. Offshape T/O

SIMPLE OVERCALL

1 level 9 to 15 HCP (usually)
 often 4 cards very light style
Responses
 New Suit: Forcing NFC^{Const} NF
 Jump Raise: Forcing Inv. Weak

JUMP OVERCALL

Strong Intermediate Weak

OPENING PREEMPTS

Sound	Light	Very Light	
3/4-bids	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Conv./Resp. _____			

DIRECT CUEBID

OVER:	Minor	Major	Artif. Bid
Natural	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Strong T/O	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Michaels	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

SLAM CONVENTIONS

Gerber 4NT: Blackwood RKC 1430
 Voidwood responses to Blackwood: 6-level shows void + 1 or 3A, 5NT = void + 2A

vs Interference: DOPI DEPO Level: DOPI through 5♦ ROPI

LEADS (circle card led, if not in bold)

versus Suits	versus Notrump		
x x	xxx	x x	xxx
xxx	xxxx	xxx	xxxx
AKx	T 9 x	AKJx	A Q J x
KQx	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	J T 9 x	T 9 x x

LENGTH LEADS:

4th Best	vs SUITS <input checked="" type="checkbox"/>	vs NT <input type="checkbox"/>
3rd/5th Best	vs SUITS <input type="checkbox"/>	vs NT <input type="checkbox"/>
Attitude vs NT <input type="checkbox"/>		
Top of 4+ without honor		

Primary signal to partner's leads
 Attitude Count Suit preference

SPECIAL CARDING

NOTRUMP OVERCALLS

Direct: 14 to 17 Systems on
 Conv.
Balancing: 12 to 17
 Jump to 2NT: Minors 2 Lowest
 Conv.

DEFENSE VS NOTRUMP

vs: **Strong (incl. 16)** **Weak (15-)**
 2♣ **♣+another** **♣+another**
 2♦ **♦+major** **♦+major**
 2♥ **♥+♦** **♥+♦**
 2♠ **long weak ♦** **long weak ♦**
 Dbl: **one-suiter** **equiv. values**
 Other **DONT**
 vs. weak, 2NT=15-17, systems on

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	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Minors	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Other	_____		

VS Opening Preempts Double Is

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

DEFENSIVE CARDING

Standard:	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Except	<input checked="" type="checkbox"/>	
Suit pref to A lead		

Upside-Down

count	<input type="checkbox"/>	<input type="checkbox"/>
attitude	<input type="checkbox"/>	<input type="checkbox"/>

FIRST DISCARD

Lavinthal	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Odd/Even	<input type="checkbox"/>	<input type="checkbox"/>

OTHER CARDING

Smith Echo	<input type="checkbox"/>	<input type="checkbox"/>
Trump Suit Pref.	<input type="checkbox"/>	<input type="checkbox"/>
Foster Echo	<input type="checkbox"/>	<input type="checkbox"/>

PLEASE ASK

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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

NOTRUMP OPENING BIDS

1NT	13 to 15	3♣ Natural game forcing
	to _____	3♦ _____
5-card Major common	<input type="checkbox"/>	3♥ _____
System on over X, 2♣	<input type="checkbox"/>	3♠ _____
2♣ Stayman <input checked="" type="checkbox"/> Puppet <input type="checkbox"/>	<input type="checkbox"/>	4♦, 4♥ Transfer <input checked="" type="checkbox"/>
2♦ Transfer to ♦ <input checked="" type="checkbox"/>	Forcing Stayman <input type="checkbox"/>	Smolen <input type="checkbox"/>
2♥ Transfer to ♠ <input checked="" type="checkbox"/>	<input type="checkbox"/>	Lebensohl <input checked="" type="checkbox"/> (fast denies)
2♣ Transfer to ♣ <input type="checkbox"/>	<input type="checkbox"/>	Neg. Double <input checked="" type="checkbox"/> 3-level
2NT Transfer to ♦ <input type="checkbox"/>	<input type="checkbox"/>	Other: _____

MAJOR OPENING

Expected Min. Length	4	5
1st/2nd	<input type="checkbox"/>	<input checked="" type="checkbox"/>
3rd/4th	<input type="checkbox"/>	<input checked="" type="checkbox"/>

RESPONSES

Double Raise: Force Inv. Weak
 After Overcall: Force Inv. Weak
 Conv. Raise: 2NT 3NT Splinter
 Other: 2NT Jacoby

1NT: Forcing Semi-forcing
 2NT: Forcing Inv. to _____
 3NT: **12** to **15**
 Drury Reverse 2-Way Fit
 Other: _____

MINOR OPENING

Expected Min. Length	4	3	0-2	Conv.
1♣	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
1♦	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

RESPONSES

Double Raise: Force Inv. Weak
 After Overcall: Force Inv. Weak
 Conv. Raise: J/S in other minor
 Single raise Other: _____
 Frequently bypass 4+♦
 1NT/1♣ **6** to **9**
 2NT Forcing Inv. 10 to 12
 3NT **12** to **15**
 Other: _____

DESCRIBE

2♣	11 to 15	HCP
Strong	<input type="checkbox"/>	Other <input checked="" type="checkbox"/>
	6+♦, or 5♦ with 4-card major	

2♦ Resp: Neg Waiting

2♦	11 to 15	HCP
Natural: Weak	<input type="checkbox"/>	0-1♦, no 5-card major
Intermediate	<input type="checkbox"/>	2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>

2♥	5 to 11	HCP
Natural: Weak	<input checked="" type="checkbox"/>	Weak, preemptive
Intermediate	<input type="checkbox"/>	Ogust

2♠	5 to 11	HCP
Natural: Weak	<input checked="" type="checkbox"/>	Weak, preemptive
Intermediate	<input type="checkbox"/>	Ogust

OTHER CONV. CALLS: New Minor Forcing: 2-Way NMF
 Weak Jump Shifts not in Comp. p.h. 4th Suit Forcing: 1 Round Game

Help suit game tries

Superaccept Jacoby transfers: 4-card support, maximum, opt. doubleton