



SPECIAL DOUBLES

After Overcall: **Penalty** _____
 Negative thru 4♥
 Responsive : thru 4♥ Maximal
 Support: Dbl. thru 3X Redbl
 Card-showing Min. Offshape T/O

NOTRUMP OVERCALLS

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

NAMES Bart Bramley - Kit Woolsey

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 8 to 18 HCP (usually)
 often 4 cards very light style

Responses

New Suit: Forcing NF Const NF
 Jump Raise: Forcing Inv. Weak
 Transfer Advances

DEFENSE VS NOTRUMP

vs: Strong _____ Weak _____
 2♣ Majors _____ some 4M _____
 2♦ 1 major _____ ♥'s _____
 2♥ 5♥ + minor _____ ♠'s _____
 2♠ 5♠ + minor _____ Minors _____
 Dbl: 4M, 5+m _____ 4-4-4-1 sing M _____
 Other _____

NOTRUMP OPENING BIDS

1NT
10 to 12 nv 1/2
14 to 16
 5-card Major common
 System on over 2♣ 2♦
 2♣ Stayman Puppet
 2♦ Transfer to ♥ 4♦, 4♥ Transfer
 Forcing Stayman Smolen
 2♥ Transfer to ♠ Lebensohl (slow denies)
 2♠ Size ask Neg. Double _____
 2NT Clubs _____ Other: _____

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

3NT _____ to _____

Conventional NT Openings
 2NT = minors
 3NT = gambling

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. _____

2NT Over Limit+ Limit Weak

Majors
 Minors
 Other Transfers

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

MINOR OPENING

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

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. _____ to _____
 3NT: _____ to _____
 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: _____

SLAM CONVENTIONS Gerber : 4NT: Blackwood RKC 1430
 Kickback

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)
(A)K x	(T)9 x
(K)Q x	(A)K J x
(Q)J x	(A)J T x
(J)T 9	(K)Q J x
(K)Q T 9	(K)Q T 9
	(Q)J T x
	(J)T 9 x
	(T)9 x x

LENGTH LEADS:

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

Suit Pref Tr 1 vs. suits (except on ace lead) Attitude vs NT

Primary signal to partner's leads

Attitude Count Suit preference

DEFENSIVE CARDING

Standard: vs SUITS vs NT

 Except

Upside-Down:
 count
 attitude

FIRST DISCARD

Lavinthal
 Odd/Even

OTHER CARDING

Smith Echo
 Trump Suit Pref.
 Foster Echo

DESCRIBE

RESPONSES/REBIDS

2♣ <u>10-15</u> to _____ HCP Strong <input type="checkbox"/> Other <input type="checkbox"/>	6+ clubs	2♦ asks
2♦ Resp: Neg <input type="checkbox"/> Waiting <input type="checkbox"/>		
2♦ <u>3</u> to <u>10</u> HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	Multi	2NT asks
2♥ <u>11</u> to <u>15</u> HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	short ♦	2NT asks
2♠ <u>8</u> to <u>12</u> HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	good ♦ preempt	2NT, 3C ask
		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

1♦-2M = 5 spades, 4/5 hearts

SPECIAL CARDING PLEASE ASK