



SPECIAL DOUBLES

After Overcall: **Penalty** _____
 Negative thru 4H
 Responsive : thru 4H Maximal
Support: Dbl. thru 2MA Redbl
 Card-showing Min. Offshape T/O
1C/1D support x, snap dragon

SIMPLE OVERCALL

1 level 7 to 17 HCP (usually)
 often 4 cards very light style

Responses

New Suit: Forcing NFConst NF
 Jump Raise: Forcing Inv. Weak
Jump cue is mixed

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

NOTRUMP OVERCALLS

Direct: 15+ to 18 Systems on
Conv. _____
Balancing: 10 to 15
 Jump to 2NT: Minors 2Lowest
Conv. _____

DEFENSE VS NOTRUMP

vs: WK ST
 2♣ Majors Plus higher
 2♦ Nat Plus Major
 2♥ Nat Majors
 2♠ Nat Nat
 Dbl: Pen 1 suited
 Other 2nt minors

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 Transfers over 1MA(DBL)

VS Opening Preempts Double Is

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

NAMES Hart-Del'Monte

GENERAL APPROACH

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 14+ to 17
 _____ to _____
 5-card Major common 3♥ splinter 54 minors
 System on over 2c/dbl 3♠ splinter 54 minors
 2♣ Stayman Puppet
 2♦ Transfer to ♥ 4♦, 4♥ Transfer
 Forcing Stayman Smolen
 2♥ Transfer to ♠ Lebensohl (____denies)
 2♠ clubs Neg. Double : _____
 2NT dia or mm wk Other: Dont runouts

2NT 19+ to 21
 Puppet Stayman
Transfer Responses:
 Jacoby Texas
 3♠ relay to 3NT
 to show 1 or 2 minors

3NT 25 to 26
 4C majors

Conventional NT Openings

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: 3C Mixed 3D limit raise
 1NT: Forcing Semi-forcing
 2NT: Forcing Inv. _____ to _____
 3NT: _____ to _____
 Drury : Reverse 2-Way Fit
 Other: _____

MINOR OPENING

Expected Min. Length 4 3 ^{NF} 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: 10+
 Frequently bypass 4+♦
 1NT/1♣ 6 to 10
 2NT Forcing Inv. 11 to 12
 3NT: 13 to 15
 Other: _____

SLAM CONVENTIONS Gerber : 4NT: Blackwood RKC 1430
 0314

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)

LENGTH LEADS:

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

Primary signal to partner's leads

Attitude Count Suit preference

DEFENSIVE CARDING

vs SUITS vs NT
 Standard:
 Except

Upside-Down:
 count
 attitude

FIRST DISCARD

Lavinthal
 Odd/Even

OTHER CARDING

Smith Echo REV
 Trump Suit Pref.
 Foster Echo

DESCRIBE

RESPONSES/REBIDS

2♣ _____ to _____ HCP Strong <input type="checkbox"/> Other <input type="checkbox"/> 2♦ Resp: Neg <input type="checkbox"/> Waiting <input type="checkbox"/>	2H 0-4, 2NT pos hearts
2♦ <u>5</u> to <u>11</u> HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>
2♥ <u>5</u> to <u>11</u> HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>
2♠ <u>5</u> to <u>11</u> HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	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

Unusual Vs. Unusual _____

Spiral: _____

SPECIAL CARDING PLEASE ASK