

SPECIAL DOUBLES
 After Overcall: Penalty _____
 Negative thru 3♠
 Responsive: thru 3♠ Maximal
 Support: Dbl thru 2♥ Rdbl
 Card-showing Min. Offshape T/O

SIMPLE OVERCALL
 1-level 8 to _____ HCP (usually)
 Often 4 cards Very light style
Responses
 New Suit: Forcing NFConst NF
 Jump Raise: Forcing Inv. Weak
 JQ=LR, FSJ

JUMP OVERCALL
 Strong Intermediate Weak

OPENING PREEMPTS
 Sound Light Very Light
 3/4-bids
 Conv./Resp. 4♣ KC(4♦/3♣)

DIRECT CUEBID
 Over: Minor Major
 Natural
 Strong T/O
 Michaels

SLAM CONVENTIONS Gerber 4NT: Blackwood RKC 1430
 2m-4m RKC; Any RKC: spec. Ks
 4N RKC only when suit agreed or jump bid
 vs. Interference: DOPI DEPO Level: 6 ROPI

LEADS (click 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 | 10 9 x | A K J x | A Q J x |
| K Q x | K J 10 x | A J 10 9 | A 10 9 8 |
| Q J x | K 10 9 x | K Q J x | K Q 10 9 |
| J 10 x | Q 10 9 x | Q J 10 x | Q 10 9 8 |
| K Q 10 9 | J 10 9 x | 10 9 8 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

NOTRUMP OVERCALLS
 Direct: 15 to 18 Systems on
 Conv. _____
 Balance: 11 to 14+
 Jump to 2NT: Minors 2 Lowest
 Conv. _____

DEFENSE VS NOTRUMP
 vs: Strong Weak
 2♣ ♦ or (♠+M) one-suit
 2♦ ♦+M majors
 2♥ natural ♥+m
 2♠ " ♠+m
 Dbl ♠ or (♥+♠) penalty
 Other: 2-suit 2N

OVER OPP'S T/O DOUBLE
 New Suit Forcing: 1-level 2-level
 Redouble implies no fit
 2NT Over Limit + Limit Weak
 Majors
 Minors
 Other: _____

VS OPENING PREEMPT DOUBLE IS
 Takeout thru 4H Penalty
 Conv. Takeout: _____
 Lebensohl 2NT Response
 Other: Leaping Michaels

DEFENSIVE CARDING
 vs Suits vs NT
 Standard:
 Except _____
 Upside-Down Count
 Upside-Down Attitude
FIRST DISCARD
 Lavinthal
 Odd/Even
OTHER CARDING
 Smith Echo
 Trump Suit Pref.
 Foster Echo

SPECIAL CARDING PLEASE ASK

NAMES Randy HOWARD - Bill HALL

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 | 3♣ natural inv | 2NT 20 to 21 |
| 15 to 17 | 3♦ " | Puppet Stayman <input type="checkbox"/> |
| to | 3♥ natural slam inv | Transfer Responses: |
| 5-Card Major Common <input checked="" type="checkbox"/> | 3♠ natural slam inv | Jacoby <input checked="" type="checkbox"/> Texas <input checked="" type="checkbox"/> |
| System On OverX, art 2C | Garbage Stayman | 3♠ -> 3N |
| 2♣ Stayman <input checked="" type="checkbox"/> Puppet <input type="checkbox"/> | | 3N -> 4♣ |
| 2♦ Transfer to ♥ <input checked="" type="checkbox"/> | 4♦, 4♥ Transfer <input checked="" type="checkbox"/> | 3NT to |
| Forcing Stayman <input type="checkbox"/> | Smolen <input checked="" type="checkbox"/> | solid minor 1st&2nd |
| 2♥ Transfer to ♠ <input type="checkbox"/> | Lebensohl <input checked="" type="checkbox"/> (dir denies) | Conventional NT Openings |
| 2♠ minors or ♦ wk | Negative Double <input checked="" type="checkbox"/> 3 | |
| 2NT ♠ or 4441 | XX->2♣, xfer Leb/in | |

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: 1♥-3♠ 1♠-3N any spl
 1NT: Forcing Semi-forcing
 2NT: Forcing Inv. to _____
 3NT: to _____
 Drury Reverse 2-Way Fit
 Other: FSJ by PH

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: _____
 Frequently bypass 4+♦
 1NT/1♠: 7 to 10
 2NT: Forcing Inv. 11 to 12
 3NT: 13 to 15
 Other: FSJ by PH

| DESCRIBE | RESPONSES/REBIDS |
|---|---|
| 2♣ 21+ to _____ HCP Strong <input checked="" type="checkbox"/> Other <input type="checkbox"/> 2♦ Response: Neg <input type="checkbox"/> Waiting <input checked="" type="checkbox"/> | Ch. m 2nd neg |
| 2♦ 5 to 10 HCP Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/> | Ogust 2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/> |
| 2♥ 5 to 10 HCP Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/> | 2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/> |
| 2♠ 5 to 10 HCP Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/> | 2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/> |

OTHER CONV CALLS: New Minor Forcing 2-Way NMF 1m-1A-1N
 Weak jump shifts: In Comp. Not In Comp. U/U:L=L
 4th Suit Forcing: 1 Round To Game

Software by Bridge Base Online, LLC. -
www.bridgebase.com

or 2N Mathe/Big Wolff
signoff