

SPECIAL DOUBLES
 After Overcall: Penalty _____
 Negative thru 3♣
 Responsive: thru 3♣ Maximal
 Support: Dbl thru 2♠ Rdbl
 Card-showing Min. Offshape T/O
 Take out through 4♥

SIMPLE OVERCALL
 1-level 6 to 16 HCP (usually)
 Often 4 cards Very light style
Responses
 New Suit: Forcing NFConst NF
 Jump Raise: Forcing Inv. Weak
 Cuebid is 1-round force

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
 natural after two suits bid

SLAM CONVENTIONS Gerber 4NT: Blackwood RKC 1430
 Gerber over 1nt and 2nt
 Unusual jump set last suit bid + control
 vs. Interference: DOPI DEPO Level: 5 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

DEFENSIVE CARDING
 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-Tom Reynolds

GENERAL APPROACH
 2/1 Game forcing
 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 15 to 17
 3♣ inv _____
 3♦ inv _____
 3♥ splinter, short ♥
 3♠ splinter, short ♠
 5-Card Major Common
 System On Over Dbl, 2C
 2♣ Stayman Puppet
 2♦ Transfer to ♥ 4♦, 4♥ Transfer
 Forcing Stayman Smolen
 2♥ Transfer to ♠ Lebensohl (fast denies)
 2♠ MSS _____ Negative Double
 2NT signoff minor

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: 2NT limit raise or better
 1NT: Forcing Semi-forcing
 2NT: Forcing Inv. to _____
 3NT: 13 to 15
 Drury : Reverse 2-Way Fit
 Other: _____

MINOR OPENING
 Expected Min. Length 4 3 NF 0-
 1♠
 1♦
RESPONSES
 Double Raise: Force Inv. Weak
 After Overcall: Force Inv. Weak
 Forcing Raise: J/S in other minor
 Single raise Other: Inverted m
 Frequently bypass 4+
 1NT/1♠: 6 to 10
 2NT: Forcing Inv. 11 to 12
 3NT: 13 to 15
 Other: _____

DESCRIBE
 2♣ 22 to _____ HCP Or 9+ tricks
 Strong Other
 2♦ Response: Neg Waiting Denies good suit
 2♠ 5 to 11 HCP Normally good 6-card suit
 Natural: Weak Intermediate Strong Conv
 2♥ 5 to 11 HCP Normally good 6-card suit
 Natural: Weak Intermediate Strong Conv
 2♠ 5 to 11 HCP Normally good 6-card suit
 Natural: Weak Intermediate Strong Conv

RESPONSES/REB
 2NT Response Positive
 RONF; 2NT Ogust
 2NT Force New Suit I
 RONF; 2NT Ogust
 2NT Force New Suit I
 RONF; 2NT Ogust
 2NT Force New Suit I

OTHER CONV CALLS: New Minor Forcing 2-Way NMF
 Weak jump shifts: In Comp. Not In Comp.
 4th Suit Forcing: 1 Round To Game
 Strong jumpshifts (16+ good suit)
 Jump in NT after GF shows extra values.