

**SPECIAL DOUBLES**  
 After Overall: Penalty   
 Negative  thru 7♥  
 Responsive:  thru 7♥ Maximal   
 Support: Dbl  thru 2♥ Rdbl   
 Card-showing  Min. Offshape T/O

**SIMPLE OVERCALL**  
 1-level 7 to up HCP (usually)  
 Often 4 cards  Very light style   
**Responses**  
 New Suit: Forcing  NFConst  NF   
 Jump Raise: Forcing  Inv.  Weak   
 JQ=Mixed; Jump Shift = preempt

**JUMP OVERCALL**  
 Strong  Intermediate  Weak

**OPENING PREEMPTS**  
 Sound Light Very Light  
 3/4-bids     
 Conv./Resp. based on vul/pos

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

**SLAM CONVENTIONS** Gerber  4NT: Blackwood  RKC  1430   
 Specific Kings  
 Gerber immediately over 1N/2N openings or 1N/2N rebids  
 vs. Interference: DOPI  DEPO  Level: 5 of suit 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
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 16  
 Jump to 2NT: Minors  2 Lowest   
 Conv. sys on over any strong NT

**DEFENSE VS NOTRUMP**  
 vs: Strong Weak (< 15)  
 2♠ ♥\* ♥\*  
 2♥ ♠\* ♠\*  
 2♥ ♥, limited ♥, limited  
 2♠ ♠, limited ♠, limited  
 Dbl Strong(sys on) Strong(sys on)  
 Other: \*2♠ & 2♥ are good  
 one suiters or 4M with 5+ side

**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: 2♠=good raise of major

**VS OPENING PREEMPT DOUBLE IS**  
 Takeout  thru 4♠ Penalty   
 Conv. Takeout: \_\_\_\_\_  
 Lebensohl 2NT Response   
 Other: Leaping Michaels

**DEFENSIVE CARDING**  
 vs Suits vs NT  
 Standard:    
 Except

Upside-Down Count	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Upside-Down Attitude	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

**FIRST DISCARD**  
 Lavinthal    
 Odd/Even

**OTHER CARDING**  
 Smith Echo    
 Trump Suit Pref.    
 Foster Echo

**SPECIAL CARDING  PLEASE ASK**

**NAMES** Paul Munafo - Richard Oshlag  
**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♣ Puppet Stayman	2NT 20 to 21
15 to 17	3♦ 5-5 ♣&♦ GF	Puppet Stayman <input checked="" type="checkbox"/>
to	3♥ 3-1 (5-4)	Transfer Responses:
5-Card Major Common <input checked="" type="checkbox"/>	3♠ 1-3 (5-4)	Jacoby <input checked="" type="checkbox"/> Texas <input checked="" type="checkbox"/>
System On Over Dbl; 2♣		3♠ -> 3NT 1 or 2 minors
2♣ Stayman <input checked="" type="checkbox"/> Puppet <input type="checkbox"/>		
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"/>	Gambling
2♥ Transfer to ♠ <input checked="" type="checkbox"/>	Lebensohl <input checked="" type="checkbox"/> (fast denies)	Conventional NT Openings
2♠ Transfer to ♣	Negative Double <input checked="" type="checkbox"/> 2&3	(Good gambling 3/4)
2NT Transfer to ♦	xx->2♣, garb Stay	

**MAJOR OPENING**  
 Expected Min. Length 4 5  
 1st/2nd    
 3rd/4th

**RESPONSES**  
 Double Raise: Force  Inv.  Weak   
 After Overall: Force  Inv.  Weak   
 Conv. Raise: 2NT  3NT  Splinter   
 Other: Lower J/S = Nat, Inv.  
 1NT: Forcing  Semi-forcing   
 2NT: Forcing  Inv.  to  
 3NT: to  
 Drury : Reverse  2-Way  Fit   
 Other: 2N=minors PH; Fit JS BPH

**MINOR OPENING**  
 Expected Min. Length 4 3 NF 0-2 Conv.  
 1♣      
 1♦

**RESPONSES**  
 Double Raise: Force  Inv.  Weak   
 After Overall: Force  Inv.  Weak   
 Forcing Raise: J/S in other minor   
 Single raise  Other: 1♦=3♣=Nat, inv  
 Frequently bypass 4+♦   
 1NT/1♠: 7 to 10  
 2NT: Forcing  Inv.  11 to 12  
 3NT: 13 to 15  
 Other: 3/5 mini splinters 1m-1M

DESCRIBE	RESPONSES/REBIDS
2♣ to HCP Strong <input checked="" type="checkbox"/> Other <input type="checkbox"/> 2♦ Response: Neg <input type="checkbox"/> Waiting <input checked="" type="checkbox"/> Kokish	2♥, X, XX = Dbl neg
2♦ 5 to 10 HCP Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/>	Range Ask 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"/>	Range Ask 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"/>	Range Ask 2NT Force <input checked="" 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 Round  To Game  Fit Jump BPH;  
 Unusual/Unusual;  
 CRaSH; New Minor checkback/2NT jump rebid Mitchell Stayman