

**SPECIAL DOUBLES**  
 After Overcall: Penalty  \_\_\_\_\_  
 Negative  thru 2♣  
 Responsive : thru 4♦ Maximal   
 Support: Dbl.  thru 2♥ Redbl   
 Card-showing  Min. Offshape T/O

**SIMPLE OVERCALL**  
 1 level 8 to 16 HCP (usually)  
 often 4 cards  very light style   
**Responses**  
 New Suit: Forcing  NFConst  NF   
 Jump Raise: Forcing  Inv.  Weak   
 Cue-bid=1 rnd force, likely limit

**JUMP OVERCALL**  
 Strong  Intermediate  Weak   
 Intermediate when vul, also in balancing

**OPENING PREEMPTS**  
 Sound Light Very Light  
 3/4-bids     
 Conv./Resp. \_\_\_\_\_

**DIRECT CUEBID**  
 OVER: Minor Major Artif. Bids  
 Natural     
 Strong T/O     
 Michaels Mod     
 mini-maxi

**SLAM CONVENTIONS** Gerber : 4NT: Blackwood  RKC  1430   
 RKC/B / Exclusion / RKC = 03-14, Kickback, 6-key cards when 2 suits known  
 5NT asks specific K:s  
 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
Ⓐ K x	T 9 x	Ⓐ K J x	A Q J x
Ⓚ 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 x	Q T 9 x	Q J T x	Q T 9 x
K Q T 9	J T 9 x	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

**SPECIAL CARDING**

**NOTRUMP OVERCALLS**  
 Direct: 15 to 18 Systems On   
 Conv.  \_\_\_\_\_  
 Balancing: 12 to 15  
 Jump to 2NT: Minors  2 Lowest   
 Conv.  Mini-Maxi

**DEFENSE VS NOTRUMP**  
 vs: Strong weak  
 2♣ ♣ + one major One suit  
 2♦ ♦ + one major Majors  
 2♥ majors ♥ + minor  
 2♠ spades ♠ + minor  
 Dbl: One suit 14+(direct,8+bal)  
 Other Capp in balancing (X=T.O.)  
 Weak = XX to 15, Strong = 15-18

**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 XX forcing one round, Jordan

**VS Opening Preempts Double Is**  
 Takeout  thru 4♥ Penalty   
 Conv. Takeout: 3m - 4♣=majors, 4♦=1 suit  
 Lebensohl 2NT Response   
 Other: 2NT=good hand, Leaping Michaels

**NOTRUMP OPENING BIDS**  
 1NT 15 to 17  
 3♣ Bad minors  
 3♦ Good minors  
 3♥ splinter: 5/4 minors  
 3♠ splinter 5/4 minors  
 5-card Major common   
 System on over X, 2C  
 2♣ Stayman  Puppet   
 2♦ Transfer to ♥  4♦, 4♥ Transfer   
 Forcing Stayman  Smolen   
 2♥ Transfer to ♠  Lebensohl  (dir denies)  
 2♠ Transfer to ♣  Neg. Double   
 2NT Transfer to ♦  Other: Super Accept, Phony Stayman, Wasberger

**DEFENSIVE CARDING**  
 vs SUITS vs NT  
 Standard:    
 Except   
 Leads: A, Q ask attitude, K asks count  
 Upside-Down:  
 count    
 attitude

**FIRST DISCARD**  
 Lavinthal    
 Odd/Even

**OTHER CARDING**  
 Smith Echo reverse    
 Trump Suit    
 Foster Echo

PLEASE ASK

**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  Walsh

**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: 5-step Bergen; 1♥-2♠=shortness  
 1NT: Forcing  Semi-forcing   
 2NT: Forcing  Inv.  \_\_\_\_\_ to \_\_\_\_\_  
 3NT: \_\_\_\_\_ to \_\_\_\_\_  
 Drury : Reverse  2-Way  Fit   
 Other: \_\_\_\_\_

**MINOR OPENING** NF 0-2 Conv.  
 Expected Min. Length 4 3  
 1♣     
 1♦     
**RESPONSES**  
 Double Raise: Force  Inv.  Weak   
 After Overcall: Force  Inv.  Weak   
 Forcing Raise: J/S in other minor   
 Single raise  Other: Criss-cross  
 Frequently bypass 4 + ♦   
 1NT/1♣ 6 to 10  
 2NT Forcing  Inv.  \_\_\_\_\_ to \_\_\_\_\_  
 3NT: 13 to 15  
 Other: Mitchell over opponent's NT overcall

**DESCRIBE** (Kokish) **RESPONSES/REBIDS**  
 2♣ 20+ to \_\_\_\_\_ HCP  
 Strong  Other   
 2♦ Resp: Neg.  Waiting   
 2♦ 11 to 16 HCP 5H, 4S (Flannery)  
 Natural: Weak  Intermediate  Strong  Conv.   
 2♥ 5 to 11 HCP  
 Natural: Weak  Intermediate  Strong  Conv.   
 2♠ 5 to 11 HCP  
 Natural: Weak  Intermediate  Strong  Conv.   
 2♣-2♦/2♥-2♠/2N=25+  
 2♣-2NT=8-10 balanced  
 3♦=RKC, 3M=cntrl ask  
 2NT Force  New Suit NF   
 Ogust, 4♣=RKCB  
 2NT Force  New Suit NF   
 Ogust, 4♣=RKCB  
 2NT Force  New Suit NF

**OTHER CONV. CALLS:** New Minor Forcing:  \_\_\_\_\_ 2-Way NMF  \_\_\_\_\_  
 Weak Jump Shifts not in Comp.  M/m 4th Suit Forcing: 1 Round  Game   
 1m-1M, 1NT-2♣ forcing, 1m-1M, 4m=6, 4m/M Good/Bad 2NT many situations (2NT=good)  
 All 2NT lebensohl responses are GOOD hands, 2-way game tries, Cappeletti Cue  
 1♣-2♥, 2♠ is preemptive; 1♦-2♥=5♠'s, 4+♥'s, <limit;