SPECIAL DOUBLES

After Overcall: Penalty ☐ _____
Negative ■ thru _____ 4♥
Responsive ■ : thru __4♥__ Maximal ■
Support: Dbl.■ thru __2♥__ Redbl ■
Card-showing ■ Min. Offshape T/O ___
**/neg*=8+HCP w 2 card support____

SIMPLE OVERCALL

1 level __7__ to __18__ HCP (usually)
often 4 cards☐ very light style☐
Responses
New Suit: Forcing☐ NFConst■ NF☐
Jump Raise: Forcing☐ Inv.☐ Weak■
__jump Q = MR;JS=nat,6+cd,13+,1RF__

JUMP OVERCALL

Strong☐   Intermediate☐   Weak■

_____

OPENING PREEMPTS

	Sound	Light	Very Light
3/4-bids	■	■	☐

Conv./Resp. __new suit forcing_____

DIRECT CUEBID

	OVER:	Minor	Major
Natural		☐	☐
Strong T/O		☐	☐
Michaels		■	■
Leaping Michaels			

SLAM CONVENTIONS Gerber☐: 4NT: Blackwood☐ RKC☐ 1430■

Exclusion (0,1,2,3) next step asks Q; step 1 NO, step 2 YES
4♣= preempt kc (0,1w/o,1 w/, 2w/o, 2w/); opening 4NT=1430 BW
  vs Interference: DOPI■ DEPO■ Level: __5 trump suit+__ ROPI☐

LEADS (circle card led, if not in bold)

versus Suits		versus Notrump	
X̲ X̲	x x(x)X	X̲ X̲	X(x) x x
x x(X)	x x x x X̲(X̲)	X(x)x	x(x)x(X̲)x
(A)K x	T 9 x	A K̲ J x	A Q̲ J x
K̲ Q x	K J̲ T x	A J̲ T 9	A T̲ 9 x
Q̲ J x	K T̲ 9 x	K̲ Q J x	(K)Q̲ T 9
J̲ T 9	Q T̲ 9 x	Q̲ J T x	Q T̲ 9 x
K̲ Q T 9		J̲ T 9 x	T̲ 9 x x

LENGTH LEADS:
4th Best ____ vs SUITS☐ vs NT■
3rd/5th Best ___ vs SUITS■ vs NT☐
      _____ Attitude vs NT☐
__K = power lead against NT__

Primary signal to partner's leads
  Attitude ■ Count☐ Suit preference☐

SPECIAL CARDING ☐ PLEASE ASK

NOTRUMP OVERCALLS

Direct: __15__ to __18__ Systems on■
Conv. ■ In bal,2NT=19-21;sys on
Balancing: __10__ to __16__
Jump to 2NT: Minors☐ 2 Lowest■
Conv. ■ __2♣ = range ask;2N=13-14__

DEFENSE VS NOTRUMP

vs:	15 in range	<15 in range
2♣	Both majors	Both majors
2♦	One major	One major
2♥	♥ + minor	♥ + minor
2♠	♠ + minor	♠ + minor
Dbl:	4M+longer m	good hand

Other vs 2N,X=M;1m(N)wk nt def
(1m)P(1N)2♣=(54)M,2♦=55M

OVER OPP'S T/O DOUBLE

New Suit Forcing: 1 level ■ 2 level ☐
Jump Shift: Forcing☐ Inv.☐ Weak■
Redouble implies no fit☐

	Limit+	Limit	Weak
2NT Over			
Majors	■	☐	☐
Minors	☐	☐	☐

Other Transfer advances over M

VS Opening Preempts Double Is

Takeout■ thru __4♠__ Penalty☐
Conv. Takeout: _____
Lebensohl 2NT Response ■
Other: Lebensohl if * BUPH only

DEFENSIVE CARDING

	vs SUITS	vs NT
Standard:	■	■
Except ☐		

_____

Upside-Down:		
count	☐	☐
attitude	☐	☐

_____

FIRST DISCARD
Lavinthal	☐	☐
Odd/Even	☐	☐

OTHER CARDING
Smith Echo	☐	■
Trump Suit Pref.	■	
Foster Echo	☐	☐

NAMES Reese Milner (Q403295) / Hemant Lall (O987737) 4/12/18

GENERAL APPROACH

__2 over 1_____
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 ___
__14+__ to __17__	3♦	minors GF
to	3♥	31(45)
5-card Major common ■	3♠	13(45)
System on over Art X, 2♣	Garbage Stayman	
2♣ Stayman ■Puppet☐	4♦ , 4♥ Transfer	
2♦ Transfer to ♥ ■	Smolen ■	
Forcing Stayman☐	Lebensohl ■ (TRF denies)	
2♥ Transfer to ♠ ■	Neg. Double ■:7+HCP	
2♠ xfer♣(3♣=max)	Other: TRF Inv+start 3♣	
2NT xfer♦(3♦=max)		

2NT __19+__ to __21__
Puppet Stayman ■
Transfer Responses:
  Jacoby ■ Texas ■
3♠ Relay to 3NT____
4m:(21)55;4M:(31)(45)

3NT AKQx to __xxx+__
4♦=sing? 4N=7222

Conventional NT Openings
TRF Q asks stopper
3S=minors GF

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: 3♦=LR;1♠-3♥=Inv;_____
1NT: Forcing ■ Semi-forcing ☐
2NT: Forcing ■ Inv.☐ 3♣=7 to9/9-11
3NT: 1♥-3♠=to 9-11spl
Drury ■: Reverse ■ 2-Way☐ Fit☐
Other: Const R;1M-1N-2N:4suitTRF
  Single jump = (Suit+fit) BPH

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: 2NT/1♦=INV
Frequently bypass 4+ ♦ ■ 1c-2c=GF
1NT/1♣ __6__ to __11__
2NT Forcing■ Inv.☐ 1♣/12to __14__
3NT: __1♣/15__to__17__
Other 3NT/1♦=12+to14;1♦-2♦=Inv+

DESCRIBE / RESPONSES/REBIDS

2♣	____to_____ HCP Strong■ Other ☐ 2♦ Resp: Neg☐ Waiting ■	strong, ART *,**=cards	cheapest m=neg or nat kokish;2♣-2♦-3M=4M6
2♦	__5__ to __10__ HCP Natural: Weak■ Intermediate☐ Strong☐ Conv.☐	usually 6 (2N: 	3♣=max/med;3♦=min) 2NT Force■ New Suit NF☐
2♥	__5__ to __10__ HCP Natural: Weak■ Intermediate☐ Strong☐ Conv.☐	usually6(2N:3♣	max;3♦=med;3suit=min) 2NT Force■ New Suit NF☐
2♠	__5__ to __10__ HCP Natural: Weak■ Intermediate☐ Strong☐ Conv.☐	usually6(2N:3♣	max;3♦=med;3suit=min) 2NT Force■ New Suit NF☐

OTHER CONV. CALLS: New Minor Forcing:☐ 2-Way NMF■ 2♣ forces 2♦

Weak Jump Shifts: In Comp.■ Not in Comp.☐ _____
4th Suit Forcing: 1 Rd.☐ Game■ __Mod UvsU;vs nat 1♣:2♣=nat,2♦=majors__
  Over strong ♣:Mathe;Over precision ♦:2♦=nat,2♥/3♦=weak/strong majors
  Over 1♣(P)1♦(TRF♥):*=♠+♦,1♥=♠+♣,2♥=nat