SPECIAL DOUBLES	NOTRUMP OVERCALLS Direct: <u>15</u> to <u>18</u> Systems on	rect: <u>15</u> to <u>18</u> Systems on NAMES Bob Hamman - Roger Lee		
Negative thru Responsive : thru Support: Dbl. thru 2H Redbl Card-showing	Conv.□ Balancing:1 to14/16 Jump to 2NT: Minors□ 2 Lowest Conv.□ DEFENSE VS NOTRUMP	GENERAL APPROACH 2/1 GF (except 1D-2C) 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 □		
SIMPLE OVERCALL 1 level <u>~7 to 16 HCP (usually)</u> often 4 cards very light style Responses New Suit: Forcing NFConst NF Jump Raise: Forcing Inv. Weak	vs:	NOTRUMP OPENING 1NT 14 to 16 15 to 17 5-card Major common System on over X, 2C 2 4 Stayman Puppet 2 4 Transferto 4 4 4 Transferto	Stayman 2NT _ 19+ to _ 21 Puppet Stayman □ Transfer Responses: Jacoby ■ Texas ■ 3 ▲ minors	
JUMP OVERCALL Strong ☐ Intermediate ■ Weak ■ intermediate when vul at the 2 or 3 lev	OVER OPP'S T/O DOUBLE New Suit Forcing: 1 level ■ 2 level □ LJump Shift: Forcing □ Inv. □Weak □ Redouble implies no fit □	Forcing Stayman□Smolen ■2♥ Transfer to ♠ ■Lebensohl ■ (Solid Major Solid Major (xfer_denies) Conventional NT Openings	
OPENING PREEMPTS Sound Light Very Light	2NT Over Limit+ Limit Weak	MAJOR OPENING	MINOR OPENING	
3/4-bids ■ □ Conv./Resp.	Majors □ □ □ Minors □ □ □ Other	Expected Min. Length 4 5 1st/2nd	NF Expected Min. Length 4 3 0−2 Conv. 1 ♣ □ 1 ▲	
DIRECT CUEBID OVER: Minor Major Natural □ □ Strong T/0 □ □ Michaels ■ ■ SLAM CONVENTIONS Gerber ■ : exclusion KC (0314), specific K	Jiral Image: Conv. Takeout: Image: Conv. Takeout:		RESPONSESRESPONSESDouble Raise: Force Inv. WeakDouble Raise: Force Inv. WeakAfter Overcall: Force Inv. WeakAfter Overcall: Force Inv. WeakConv. Raise: 2NT 3NT SplinterForcing Raise: J/S in other minorOther: 2-tier splinters, 1M-3M mixedRisel raise1NT: Forcing Semi-forcingFrequently bypass 4+ I2NT: Forcing Inv. to1NT/1 I	
vs Interference: DOPI DEPO Level: ROPI		3NT:to Drury■: Reverse■ 2-Way□ Fit□	2NT Forcing□ Inv.■ 11 to ~12 3NT: 13 to 15	
LEADS (circle card led, if not in bold) DEFENSIVE CARDING		Other:	Other	
versus Suits versus Notru 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 X X X X X X X X X X X X X X X X X X X X A(K) X T 9 X A(K) J X A Q A(K) J X A Q A(K) X X X A(K) X X X X X X X A(K) X X X X X X X X A(K)	Standard: ■ ■ Except □ J x	2 ♣ 22_to_+ HCP Strong ■ Other □ 2 ♦ Resp: Neg □ Waiting ■	SCRIBE RESPONSES/REBIDS	
K Q x K J T x A J T 9 A T Q J x K T 9 x K Q J x K Q J T 9 Q T 9 x Q J T x Q T	9 x 0000000000000000000000000000000000	$2 \bigoplus 10 \text{ to } 15 \text{ HCP}$ Natural: Weak Intermediate Strong 2 $2 \bigoplus 5 \text{ to } 10 \text{ HCP}$	Flannery Conv.□ 2NT Force■ New Suit NF□	
К QТ9 Ј Т9х Т 9	FIRST DISCARD	Natural: Weak Intermediate Strong	Conv. 2NT Force New Suit NF	
LENGTH LEADS: 4th Best vs SUITS I vs N 3rd/5th Best vs SUITS vs N Attitude vs N	T OTHER CARDING	2 ▲ <u>5</u> to <u>10</u> HCP Natural: Weak Intermediate Strong OTHER CONV. CALLS: New Mino	r Forcing:□ 2-Way NMF■	
Primary signal to partner's leads Smith Echo SP □ Attitude ■ Count □ Suit preference □ Foster Echo □		Weak Jump Shifts: In Comp.□ Not in 4th Suit Forcing: 1 Rd.□ Game <u>Math</u>	Comp. Co	
	D PLEASE ASK			

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