SPECIAL DOUBLES After Overcall: Penalty	NOTRUMP OVERCALLS Direct: 15 to 18 Systems on ✓	BALARGE IIIS BE 7011 / KV/O I III/E 10 C 1001	
Negative ✓ thru 2S Responsive □ : thru Maximal □	Conv Balancing: _ 12 _ to_ 14 14 14	GENERAL APPROACH 2/1 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□	
Support: Dbl. ✓ thru 2S Redbl ✓ Card-showing Min. Offshape T/O ☐	Jump to 2NT: Minors ☐ 2 Lowest ☑ Conv. ☐ min/max DEFENSE VS NOTRUMP		
SIMPLE OVERCALL 1 level_7 to_17_HCP (usually) often 4 cards very light style Responses New Suit: Forcing NFConst NF Jump Raise: Forcing Inv. Weak	vs: Strong/Weak 2♣ C+(D/H/S) 2♦ D+(H/S) 2♥ H+S 2♠ S Dbl: C/D/H Other Other	NOTRUMP OPENING 1NT 15 to 17 3 Puppet, C 5-card Major common System on over X/2C 2 Stayman Puppet 2 Transfer to Y Y Transfer to Y Transfe	Puppet Stayman Transfer Responses: Jacoby Texas T
JUMP OVERCALL Strong□ Intermediate□ Weak ———————————————————————————————————	OVER OPP'S T/O DOUBLE New Suit Forcing: 1 level 2 level Jump Shift: Forcing □ Inv. □ Weak Redouble implies no fit 4	Forcing Stayman□ Smolen 🗹	denies) Conventional NT Openings
OPENING PREEMPTS Sound Light Very Light 3/4-bids	2NT Over Limit+ Limit Weak Majors □ □ □ Minors □ □ □ Other	MAJOR OPENING Expected Min. Length 4 5 1st/2nd □	MINOR OPENING NF Expected Min. Length 4 3 0–2 Conv. 1♣ □ ☑ □ □
OVER: Minor Major Natural Group T/O Group Michaels min/max SLAM CONVENTIONS Gerber Group K asking. Specific K.		After Overcall: Force ☐ Inv. ☐ Weak ☐ After Overcall: Force ☐ Inv. ☐ Weak ☐ Conv. Raise: 2NT ☐ 3NT ☐ Splinter ☐ Other: 1NT: Forcing ☐ Semi-forcing ☐ 2NT: Forcing ☐ Inv. ☐ 13+ to blns 3NT: 13-15 to 4333	RESPONSES Double Raise: Force ☐ Inv.☐ Weak ✓ After Overcall: Force ☐ Inv.☐ Weak ✓ Forcing Raise: J/S in other minor ☐ Single raise ✓ Other: inv minor(11+) Frequently bypass 4+ ◆ ✓ 1NT/1 ♣ 6 to 10 2NT Forcing ☐ Inv. ✓ 11 to 12
vs Interference: DOPI		Drury□: Reverse□ 2-Way□ Fit□ Other:	3NT: <u>13</u> to <u>15</u> Other
versus Suits versus Notru 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 C	mp standard: vs SUITS vs NT Standard: Except \square	2♣ <u>22 to + HCP</u> Strong ✓ Other □	SCRIBE RESPONSES/REBIDS 2H/2S/3C/3D: 8+HCP, 5+ suit
KQX KJTX AJT9 ATS QJX KT9X KQJX KQT JT9 QT9X QJTX QTS KQT9 JT9X T9X	9 x Upside-Down: count	2 ♠ Resp: Neg Waiting Waiting Waiting 2 ♠ 5 to 11 HCP Natural: Weak Intermediate Strong HCP	RONF, Ogust 2NT Force New Suit NF RONF, Ogust
LENGTH LEADS: 4th Best vs SUITS ™ vs NT 3rd/5th Best vs SUITS□ vs NT	FIRST DISCARD Lavinthal Odd/Even	Natural: Weak Intermediate Strong 2	RONF, Ogust Conv. 2NT Force New Suit NF
Primary signal to partner's lead Attitude ✓ Count Suit preference	Smith Echo	Weak Jump Shifts: In Comp. ✓ Not in 4th Suit Forcing: 1 Rd. ☐ Game ✓ Lebensohl after 1NT overcalled or double of	Comp. □
SPECIAL CARDING	☐ PLEASE ASK	Game try (long suit).	