

SPECIAL DOUBLES

After Overcall: Penalty ☐
 Negative ☒ thru 4♥
 Responsive ☒ : thru 4♥ Maximal ☒
 Support: Dbl ☒ thru 2♥ Redbl ☒
 Card-showing ☒ Min. Offshape T/O ☐

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 ☒
 Q=lr JQ= mixed

JUMP OVERCALL

Strong ☐ Intermediate ☐ Weak ☒

OPENING PREEMPTS

Sound Light Very Light
 3/4-bids ☒ ☒ ☐
 Conv./Resp. namyats

DIRECT CUEBID

OVER: Minor Major
 Natural ☐ ☐
 Strong T/O ☐ ☐
 Michaels ☒ ☒

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

minorwood kickback/H 5nt= specific K

exclusion 0/31/4

vs Interference: DOPI ☒ DEPO ☒ Level: 5 of trump suit+ 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
(A) K x	T 9 x
K Q x	K J T x
Q J x	K T 9 x
J T 9	Q T 9 x
K Q T 9	J T 9 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: 10 to 16
 Jump to 2NT: Minors ☐ 2 Lowest ☒
 Conv. ☐ range ask,

DEFENSE VS NOTRUMP

vs: Strong Weak
 2♣ C+ higher 1 suit
 2♦ D+ higher majors
 2♥ H S H+ minor
 2♠ S S+ minor
 Dbl: 1 suiter good
 Other

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	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Minors	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>

Other flip flop

VS Opening Preempts Double Is

Takeout ☒ thru 4♠ Penalty ☐
 Conv. Takeout: Q= 1 suiter
 Lebensohl 2NT Response ☒
 Other: roman jumps

DEFENSIVE CARDING

vs SUITS vs NT
 Standard: ☐ ☐
 Except ☐

Upside-Down:

	count	attitude
	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

FIRST DISCARD

Lavinthal	<input type="checkbox"/>	<input type="checkbox"/>
Odd/Even	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>

OTHER CARDING

Smith Echo	<input type="checkbox"/>	<input checked="" type="checkbox"/>
Trump Suit Pref.	<input type="checkbox"/>	<input type="checkbox"/>
Foster Echo	<input type="checkbox"/>	<input type="checkbox"/>

PLEASE ASK

NAMES Itabashi- Baqai

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 ☐ 4c, 4D

NOTRUMP OPENING BIDS

1NT	Responses
15 to 17	3♣ <u>invitational</u>
to	3♦ <u>invitational</u>
5-card Major common <input checked="" type="checkbox"/>	3♥ <u>31(45)</u>
System on over X, 2♣	3♠ <u>13(45)</u>
2♣ Stayman <input checked="" type="checkbox"/> Puppet <input type="checkbox"/>	
2♦ Transfer to ♥ <input checked="" type="checkbox"/>	4♦, 4♥ Transfer <input checked="" type="checkbox"/>
Forcing Stayman <input type="checkbox"/>	Smolen <input checked="" type="checkbox"/> 3 level
2♥ Transfer to ♠ <input checked="" type="checkbox"/>	Lebensohl <input checked="" type="checkbox"/> (Fast denies)
2♠ mss or D	Neg. Double <input checked="" type="checkbox"/>
2NT C or 4441	Other: <u>baze garb stay</u>

MAJOR OPENING

Expected Min. Length	4	5
1st/2nd	<input type="checkbox"/>	<input checked="" type="checkbox"/>
3rd/4th	<input checked="" type="checkbox"/>	<input type="checkbox"/>

RESPONSES

Double Raise: Force ☐ Inv. ☒ Weak ☐
 After Overcall: Force ☐ Inv. ☐ Weak ☒
 Conv. Raise: 2NT ☐ 3NT ☐ Splitter ☒
 Other: Jacoby revised
 1NT: Forcing ☒ Semi-forcing ☐
 2NT: Forcing ☒ Inv. ☐ to
 3NT: 12-15 to
 Drury ☒: Reverse ☒ 2-Way ☐ Fit ☐
 Other: 3 lower = nat, inv 3D=lr/X
1 under = good raise/X

MINOR OPENING

Expected Min. Length	4	3	0-2	Conv.
1♣	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
1♦	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

RESPONSES

Double Raise: Force ☐ Inv. ☐ Weak ☒
 After Overcall: Force ☐ Inv. ☐ Weak ☒
 Forcing Raise: J/S in other minor ☐
 Single raise ☒ Other: 2H=11-12
 Frequently bypass 4+♦ ☐
 1NT/1♣ 6 to 10
 2NT Forcing ☐ Inv. ☐ 12 15 to 18 19
 3NT: 15+ to 17
 Other dblej?s = good 7 card suit

DESCRIBE

RESPONSES/REBIDS

	to HCP	Describe	Responses/Rebids
2♣	Strong <input checked="" type="checkbox"/> Other <input type="checkbox"/>	strong, ART	x, XX= neg
2♦	Resp: Neg <input type="checkbox"/> Waiting <input checked="" type="checkbox"/>	Kokish	
2♦	5 to 10 HCP	mccabe 4C= 5 step	gust minors nf
Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>			2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/>
2♥	5 to 10 HCP	mccabe 4C= 5 step	gust minor nf
Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>			2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/>
2♠	5 to 10 HCP	mccabe 4C= 5 step	gust minors nf
Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>			2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/>

OTHER CONV. CALLS: New Minor Forcing: ☐ 2-Way NMF ☒ xyz

Weak Jump Shifts: In Comp. ☒ Not in Comp. ☐

4th Suit Forcing: 1 Rd. ☐ Game ☒ Unusual vs Unusual

michaels def wolff/2nt trnsfers/2nt rebids crash/ forcing club

