SPECIAL DOUBLES	NOTRUMP OVERCALLS		NAMES				
After Overcall: Penalty ☑	Direct: 15 to 18 Systems on ✓		GENERAL APPROACH				
Negative ✓ thru4♥	Conv.		Jiang Gu-Ai-Tai Lo				
Responsive: ☑ thru4♥ Maximal ☑	Balance: 12 to 16		Two Over One: Game Forcing ♥ Game Forcing Except When Suit Rebid □				
Support: Dbl ♥ thru3-level Rdbl ▼	Jump to 2NT: Minors	2 Lowest	VERY LIGHT: Openings ☐ 3rd Hand ☑ Overcalls ☐ Preempts ☐				
Card-showing	Conv.Ranged Stayman		FORCING OPENING: 1.	☐ 2♣ ✓ Natural 2 Bi	ds □ Other □		
	DEFENSE V	DEFENSE VS NOTRUMP		NOTRUMP OPENING BIDS			
SIMPLE OVERCALL	vs: strong weak, mini		1NT	3♣♦ inv+		2NT 19+ to 21	
1-level 7 to 17 HCP (usually)	2♣ ▼+♠ ▼+♠						
Often 4 cards  Very light style	2♦ 6+♥ or ♠ 6+♥ or ♠		<u>14</u> to <u>16</u>	3♦ <u>55 ♣+♦ GF</u>		Puppet Stayman 🗸	
Responses	2♥ 5♥+4+m 5♥+4+m		<u>15</u> to <u>17</u>	3 <b>♥</b> 31(54)		Transfer Responses:	
New Suit: Forcing   NFConst   NF	2♠ 5♠+4+m	5 <b></b> +4+m	5-Card Major Common 🗹	3 ★ 13(54)		Jacoby 🗸 Texas 🗸	
Jump Raise: Forcing ☐ Inv. ☐ Weak ☑	Dbl 4M+5+m	penalty	System On Overx			3≜ minor(s)	
	Other: 2NT=strong 55 M+m		2♣ Stayman ☑ Puppet □				
JUMP OVERCALL			2♦ Stayman of apper 2	4♦, 4♥ Transfe	r 🗸	3NT to	
Strong  Intermediate  Weak	OVER OPP'S		Forcing Stayman	Smolen 🗸	_	Gambling 1st/2nd	
	New Suit Forcing: 1-lev	el 🗌 2-level 🗌	2♥ Transfer to ♠ ☑	Lebensohl ✓ (	fast denies)	Conventional NT Openings	
OPENING PREEMPTS	Redouble implies no fit		2 <sub>♠</sub> size check/♣/♦	Negative Doub	le 🔽	comonica e pointigo	
	2NT Over Lim		2NTPuppet Stayman				
3/4-bids □ ☑ □	Majors ✓ □ □ Minors		MAJOR OPENING			MINOR OPENING	
Conv./Resp	Othor				. Length 4 3 NF 0-2 Conv.		
DIRECT CUEBID		1st/2nd		1♣			
Over: Minor Major			3rd/4th <b>☑</b> (		1∳		
	Takeout ☑ thru4♥	Penalty	RESPON		l '*	RESPONSES	
Strong T/O ☐ ☐ Conv. Takeout:  Michaels ✓ ✓ Lebensohl 2NT Response ✓				Force ☐ Inv. ☐ Weak ☑			
Michaels ✓ ✓ Lebensohl 2NT Response ✓ Other:		ise 🗸			Force   Inv.   Weak		
					: J/S in other minor		
SLAM CONVENTIONS Gerber ☑ 4NT: Blackwood ☑ RKC ☑ 1430 ☑			Other: Single raise				
Exclusion, Redwood			1NT: Forcing ☑ Semi-forcing ☐ Frequently by		pass 4+♦ ☑		
vs. Interference: DOPI ☑ DEPO ☐ Level: ROPI ☑			2NT: Forcing ☐ Inv. ☐ to 1NT/1♣:11 to				
		_	3NT: to		2NT: Forcing ☑ Inv. ☐ to		
LEADS (click card led, if not in bold)		ISIVE CARDING			3NT: <u>15</u> to <u>17</u>	_	
versus Suits versus Notri x x x x x x x x x x x x		vs Suits vs NT	Other: 1M-(x)-transfer	Other: 1M-(x)-transfer Oth		Other: 1♣ 2+, 1♦ unblanced	
	x x x Except			DESCRIBE		RESPONSES/REBIDS	
ÂÑX ÎOÎX ÂKÎX ÂC	Jx Zacept			HCP or 9 tricks		Modified Kokish	
	Upside-Down Count ✓ ✓		Strong V Other		2nd negative		
QJX K109X KQJX KQ	10.9 Upside-Down		2♦ Response: Neg ☐ Waiting ☑				
J 10 x Q 10 9 x Q J 10 x Q 1	0 9 8 FIRST DISCA		2♦3 to 9 HCP♥or♠				
K Q 10 9 J 10 9 x 10			Natural: Weak ☐ Intermediate ☐ Strong ☐ Conv ☑			2NT Force ✓ New Suit NF □	
Length Leads: Odd/Even		2♥10 to 13 HCP 6+♥					
4th Best vs Suits ☐ 3rd/5th Best vs Suits ☑	vs NT 🗸		Natural: Weak   Intern	nediate 🗌 Strong 🗍 0	Conv 🗆	2NT Force New Suit NF	
OTHER CARDING		2•10 to 13 HCP 6+s					
		ef.		Natural: Weak   Intermediate   Strong   Conv   2NT Force   New Suit NF		2NT Force New Suit NF	
Attitude Count Suit Preference Foster Echo			OTHER CONV CALLS: New Minor Forcing ☐ 2-Way NMF ☑				
, and o our our release	Weak jump shifts: In Com	eak jump shifts: In Comp. Not In Comp.					
SDECIAL CADDIA		th Suit Forcing: 1 Round ☐ To Game ☑					
SPECIAL CARDING Delease ASK 4th Suit Forcing: 1 Round To Game							
	" 110						

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