

SPECIAL DOUBLES
 After Overcall: **Penalty** _____
 Negative thru 7H
 Responsive: thru 7H Maximal
 Support: **Dbl** thru 2H **Rdbl**
 Card-showing Min. Offshape T/O
 Snapdragon

NOTRUMP OVERCALLS
 Direct: 15 to 18 Systems on
 Conv. 4 suit xfr _____
 Balance: 11 to 16
 Jump to 2NT: Minors 2 Lowest
 Conv. Range Stayman

NAMES Bob Munson - Bruce Tuttle

GENERAL APPROACH
 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 6+ to 16 HCP (usually)
 Often 4 cards Very light style
Responses
 New Suit: Forcing NFConst NF
 Jump Raise: Forcing Inv. Weak
 Jump Q = mixed; 2NT = 4 w/inv+

DEFENSE VS NOTRUMP
 vs: Strong Weak
 2♣ C+higher ->D or M+m
 2♦ D+higher Both M
 2♥ hearts hearts
 2♠ spades spades
 Dbl 1m, or Ms or S cards
 Other: _____

NOTRUMP OPENING BIDS
 1NT 3♣ puppet Stayman
 14+ to 17 3♦ 5-5 majors, inv+
 _____ to _____ 3♥ Fragment 1-3-(5-4)
 5-Card Major Common 3♠ Fragment 3-1-(5-4)
 System On Over 2C, X 5-5 major/minor spec
 2♣ Stayman Puppet BAZE
 2♦ Transfer to ♥ 4♦, 4♥ Transfer
 Forcing Stayman Smolen
 2♥ Transfer to ♠ Lebensohl (fast denies)
 2♠ clubs Negative Double 2/3
 2NT -> diamonds xfr lebensohl

JUMP OVERCALL
 Strong Intermediate Weak
 xfr McCabe; Ogust

OVER OPP'S T/O DOUBLE
 New Suit Forcing: 1-level 2-level
 Redouble implies no fit
 2NT Over Limit + Limit Weak
 Majors
 Minors
 Other: xfr advance after major X

OPENING PREEMPTS
 Sound Light Very Light
 3/4-bids
 Conv./Resp. xfr McCabe, 4m RKCB.

VS OPENING PREEMPT DOUBLE IS
 Takeout thru 4S _____ Penalty
 Conv. Takeout: _____
 Lebensohl 2NT Response
 Other: Leaping Michaels

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: 3S/3NT splinter; Mod J2NT
 1NT: Forcing Semi-forcing
 2NT: Forcing Inv. _____ to _____
 3NT: _____ to _____
 Drury : Reverse 2-Way Fit
 Other: inv Jump Shift; Kokish GT

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: Simpson; 2H spec
 Frequently bypass 4+♦
 1NT/1♣: 6 _____ to 10
 2NT: Forcing Inv. 11 to 12
 3NT: 13 to 15
 Other: 2S mixed, 2H rev Flannery

DIRECT CUEBID
 Over: Minor Major
 Natural
 Strong T/O
 Michaels

SLAM CONVENTIONS Gerber 4NT: Blackwood RKC 1430
 Specific Kings; minorwood; 4S key card for hearts
 vs. Interference: DOPI DEPO Level: DOPI below our suit ROPI

LEADS (click card led, if not in bold)
 versus Suits versus Notrump
 x x x x x x x x
 x x x x x x x x
 A K x 10 9 x A K J x A Q J x
 K Q x K J 10 x A J 10 9 A 10 9 8
 Q J x K 10 9 x K Q J x K Q 10 9
 J 10 x Q 10 9 x Q J 10 x Q 10 9 8
 K Q 10 9 J 10 9 x 10 9 8 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

DEFENSIVE CARDING
 Standard:
 Except _____
 Upside-Down Count
 Upside-Down Attitude
FIRST DISCARD
 Lavinthal
 Odd/Even
OTHER CARDING
 Smith Echo
 Trump Suit Pref.
 Foster Echo

DESCRIBE **RESPONSES/REBIDS**
 2♣ 22 to + HCP _____
 Strong Other _____
 2♦ Response: Neg Waiting
 2♦ 5 to 10 HCP _____
 Natural: Weak Intermediate Strong Conv
 2♥ 5 to 10 HCP _____
 Natural: Weak Intermediate Strong Conv
 2♠ 5 to 10 HCP _____
 Natural: Weak Intermediate Strong Conv
OTHER CONV CALLS: New Minor Forcing 2-Way NMF XYZ; Spiral 2S/3C
 Weak jump shifts: In Comp. Not In Comp. Fit jump shift by passed hand
 4th Suit Forcing: 1 Round To Game vs. big club CRASH
 u vs. U low=low; after reverse, cheaper of 2NT/4th suit; Wolff;
 Good/Bad 2NT; xfr adv; after 1MX (TO/neg); Mod Ham after 1NT OC

SPECIAL CARDING PLEASE ASK

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