

**SPECIAL DOUBLES**  
 After Overcall: Penalty  \_\_\_\_\_  
 Negative  thru \_\_\_\_\_  
 Responsive:  thru \_\_\_\_\_ Maximal   
 Support: Dbl  thru \_\_\_\_\_ Rdbl   
 Card-showing  Min. Offshape T/O   
 Snapdragon X, Rosenkrantz XX

**SIMPLE OVERCALL**  
 1-level 8 \_\_\_\_\_ to 17 \_\_\_\_\_ HCP (usually)  
 Often 4 cards  Very light style   
**Responses**  
 New Suit: Forcing  NFConst  NF   
 Jump Raise: Forcing  Inv.  Weak   
 JumpQ=mixed, xfers from cuebid

**JUMP OVERCALL**  
 Strong  Intermediate  Weak

**OPENING PREEMPTS**  
 Sound  Light  Very Light   
 3/4-bids   
 Conv./Resp. \_\_\_\_\_

**DIRECT CUEBID**  
 Over: Minor  Major   
 Natural   
 Strong T/O   
 Michaels   
 Leaping+nonLeaping Michaels

**SLAM CONVENTIONS** Gerber  4NT: Blackwood  RKC  1430   
 Preemptive Keycard, Exclusion using PKC responses, TURBO  
 1430 Gerber  
 vs. Interference: DOPI  DEPO  Level: \_\_\_\_\_ 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 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:  vs Suits vs NT   
 Except  alarm clock smith  
 vsNT A=att, K=unblock/count  
 Upside-Down Count   
 Upside-Down Attitude   
**FIRST DISCARD**  
 Lavinthal   
 Odd/Even   
 freq suit pref   
**OTHER CARDING**  
 Smith Echo   
 Trump Suit Pref.   
 Foster Echo

**SPECIAL CARDING  PLEASE ASK**

**NOTRUMP OVERCALLS**  
 Direct: \_\_\_\_\_ to \_\_\_\_\_ Systems on   
 Conv. 4M, 5+m, 8ish-17ish  
 Balance: 11 \_\_\_\_\_ to 16 \_\_\_\_\_  
 Jump to 2NT: Minors  2 Lowest   
 Conv. \_\_\_\_\_

**DEFENSE VS NOTRUMP**  
 vs: direct seat \_\_\_\_\_ balance strong \_\_\_\_\_  
 2♠ M+M \_\_\_\_\_  
 2♦ 1M \_\_\_\_\_  
 2♥ H+m \_\_\_\_\_  
 2♠ S+m \_\_\_\_\_  
 Dbl penalty \_\_\_\_\_  
 Other: \_\_\_\_\_

**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: 1D(x)xx=H, transfers

**VS OPENING PREEMPT DOUBLE IS**  
 Takeout  thru \_\_\_\_\_ Penalty   
 Conv. Takeout: \_\_\_\_\_  
 Lebensohl 2NT Response   
 Other: \_\_\_\_\_

**NAMES** Greg Vance / Grant Vance  
**GENERAL APPROACH**  
 Strong Club  
**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  Namyats (3N/4C/4D)

**NOTRUMP OPENING BIDS**  
 1NT  
 13+ \_\_\_\_\_ to 16 \_\_\_\_\_  
 \_\_\_\_\_ to \_\_\_\_\_  
 5-Card Major Common   
 System On Over X, art 2C  
 2♠ Stayman  Puppet   
 2♦ Transfer to ♥   
 Forcing Stayman   
 2♥ Transfer to ♠   
 2♠ Minor Stayman  
 2NT Weak C or 4x1  
 3♠ inv \_\_\_\_\_  
 3♥ inv \_\_\_\_\_  
 3♥ 0-1, usually 3OM  
 3♠ 0-1, usually 3OM  
 4+, 4♥ Transfer   
 Smolen   
 Lebensohl  (Mod denies)  
 Negative Double  2/3  
 4C/4D xfer to H/S  
 2NT 4 \_\_\_\_\_ to \_\_\_\_\_  
 Pupp  
 Trans  
 Jacc  
 3♠ slam try i  
 3H = relay fo  
 3NT \_\_\_\_\_ to \_\_\_\_\_  
 8.5-9 tricks i  
**Conventi**  
 with no inter

**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: 1M 2M kokish step  
 1NT: Forcing  Semi-forcing   
 2NT: Forcing  Inv.  \_\_\_\_\_ to \_\_\_\_\_  
 3NT: \_\_\_\_\_ to \_\_\_\_\_  
 Drury  : Reverse  2-Way  Fit   
 Other: 1x 1M 2M = 3344 step

**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: 1d 2d = 3way  
 Frequently bypass 4+♦   
 1NT/1♠: 9 \_\_\_\_\_ to 14 \_\_\_\_\_  
 2NT: Forcing  Inv.  art to min  
 3NT: 14 \_\_\_\_\_ to 16 \_\_\_\_\_  
 Other: 1d-1M=3+, 1d-1N=GF

**DESCRIBE**  
 2♠ 10 \_\_\_\_\_ to 15 \_\_\_\_\_ HCP6+c or 5+c 4+M (longer c)  
 Strong  Other   
 2♦ Response: Neg  Waiting   
 2♥ 4 \_\_\_\_\_ to 10 \_\_\_\_\_ HCP multi, weak in one major  
 Natural: Weak  Intermediate  Strong  Conv   
 2♥ 4 \_\_\_\_\_ to 10 \_\_\_\_\_ HCP 5/5 H+other or weak 2H  
 Natural: Weak  Intermediate  Strong  Conv   
 2♠ 4 \_\_\_\_\_ to 10 \_\_\_\_\_ HCP 5/5 S+minor or weak 2S  
 Natural: Weak  Intermediate  Strong  Conv   
**OTHER CONV CALLS:** New Minor Forcing  2-Way NMF  XYZ  
 Weak jump shifts: In Comp.  Not In Comp.   
 4th Suit Forcing: 1 Round  To Game   
 unusual vs unusual (higher fit/safety), fit jumps passed/comp  
 vs 2C mathe/xfers, vs 1C x=equal hand, xfers, 1N=maj, 2N=min

**RESPONSES/**  
 2d asks, 2N puppet  
 2M nf const, 3M inv  
 majors are pass/comp  
 2NT Force  New S  
 2NT Force  New S  
 2NT Force  New S