



SPECIAL DOUBLES

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

NOTRUMP OVERCALLS

Direct: 15 to 18 Systems on
 Conv. _____
 Balancing: 11 to 15
 Jump to 2NT: Minors 2Lowest
 Conv. _____

NAMES Bruce Tuttle/Mark Moss

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
 JQ-mixed, 2NT-inv+

DEFENSE VS NOTRUMP

vs: strong _____ weak _____
 2♣ ♣ plus higher ♦ or M/m
 2♦ ♦ plus higher ♥ and ♠
 2♥ ♥ _____ ♥ _____
 2♠ ♠ _____ ♠ _____
 Dbl: 1m or M's or ♠ cards _____
 Other _____

NOTRUMP OPENING BIDS

1NT 14+ to 17
 _____ to _____
 5-card Major common 3♥ 1-3-(4-5)
 System on over X and 2♣ 3♠ 3-1-(4-5)
 2♣ Stayman Puppet Baze
 2♦ Transfer to ♥ 4♦, 4♥ Transfer
 Forcing Stayman Smolen
 2♥ Transfer to ♠ Lebensohl (fast denies)
 2♠ ♣ _____ Neg. Double thru 3♠ _____
 2NT ♦ _____ Other: Trans Lebensohl _____

2NT 20 to 21
 Puppet Stayman
Transfer Responses:
 Jacoby Texas
 3♠ relay to 3NT _____

3NT gamblin to _____
 4♦ asks shortness _____

Conventional NT Openings

JUMP OVERCALL

Strong Intermediate Weak
 trans McCabe, Ogust

OVER OPP'S T/O DOUBLE

New Suit Forcing: 1 level 2 level
 Jump Shift: Forcing Inv. Weak
 Redouble implies no fit

OPENING PREEMPTS

Sound Light Very Light
 3/4-bids
 Conv./Resp. trans McCabe, 4m mod K

2NT Over Limit+ Limit Weak
 Majors
 Minors
 Other trans advances over 1M dbl

MAJOR OPENING

Expected Min. Length 4 5
 1st/2nd
 3rd/4th

MINOR OPENING

Expected Min. Length 4 3 ^{NF} 0-2 Conv.
 1♣
 1♦

RESPONSES

Double Raise: Force Inv. Weak
 After Overcall: Force Inv. Weak
 Conv. Raise: 2NT 3NT Splinter
 Other: 3S/3NT is minisplinter

RESPONSES

Double Raise: Force Inv. Weak
 After Overcall: Force Inv. Weak
 Forcing Raise: J/S in other minor
 Single raise Other: _____

DIRECT CUEBID

OVER: Minor Major
 Natural
 Strong T/O
 Michaels

VS Opening Preempts Double Is

Takeout thru 4♠ Penalty
 Conv. Takeout: _____
 Lebensohl 2NT Response
 Other: Leaping Michaels

SLAM CONVENTIONS Gerber 4NT: Blackwood RKC 1430
 Minorwood, 4♠ is KC for ♥

vs Interference: DOPI DEPO Level: DOPI below 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) | x x x (X) |
| A (K) x | A K J x |
| K (Q) x | A J (T) 9 |
| Q (J) x | K (Q) J x |
| J (T) 9 | Q (J) T 9 |
| K (Q) T 9 | J (T) 9 x |
| | T (9) x 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

vs SUITS vs NT
 Standard:
 Except

Upside-Down:
 count
 attitude

FIRST DISCARD

Lavinthal
 Odd/Even

OTHER CARDING

Smith Echo
 Trump Suit Pref.
 Foster Echo

DESCRIBE RESPONSES/REBIDS

| | |
|--|--|
| 2♣ _____ to _____ HCP Strong <input type="checkbox"/> Other <input type="checkbox"/> 2♦ Resp: Neg <input type="checkbox"/> Waiting <input type="checkbox"/> | Kokish, cheapest minor is second negative |
| 2♦ _____ to _____ HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/> | mod Ogust 2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/> |
| 2♥ _____ to _____ HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/> | mod Ogust 2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/> |
| 2♠ _____ to _____ HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/> | mod Ogust 2NT Force <input 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. fit JSBPH

4th Suit Forcing: 1 Rd. Game Mathe with direct transfers

Un vs Un low-->low, high-->high

after reverses, lowest 4th suit or NT is negative

transfer advances after 1M-dbl

SPECIAL CARDING PLEASE ASK