

SPECIAL DOUBLES
 After Overcall: Penalty
 Negative thru 3S
 Responsive: thru _____ Maximal
 Support: Dbl thru 2♠ Rdbl
 Card-showing Min. Offshape T/O

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
 Cuebid is 1-round force

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

SLAM CONVENTIONS Gerber 4NT: Blackwood RKC 1430
 Minor wood, =1 = Q ask, +2 = K Ask.

vs. Interference: DOPI DEPO Level: 5 ROPI

LEADS (click card led, if not in bold)		DEFENSIVE CARDING	
versus Suits	versus Notrump	Standard:	vs Suits vs NT
x x	x x x x	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
x x x	x x x x	Except <input type="checkbox"/>	
A K x	10 9 x	Upside-Down Count <input type="checkbox"/>	<input type="checkbox"/>
K Q x	K J 10 x	Upside-Down Attitude <input type="checkbox"/>	<input type="checkbox"/>
Q J x	K 10 9 x	FIRST DISCARD	
J 10 x	Q J 10 x	Lavinthal <input type="checkbox"/>	<input type="checkbox"/>
K Q 10 9	Q 10 9 x	Odd/Even <input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
	J 10 9 x	OTHER CARDING	
		Smith Echo <input type="checkbox"/>	<input type="checkbox"/>
		Trump Suit Pref. <input type="checkbox"/>	<input type="checkbox"/>
		Foster Echo <input type="checkbox"/>	<input type="checkbox"/>

Length Leads:
 4th Best vs Suits vs NT
 3rd/5th Best vs Suits vs NT
 Attitude, MUD Journo Attitude vs NT

Primary signal to partner's leads
 Attitude Count Suit Preference

SPECIAL CARDING PLEASE ASK

NAMES Guna Sridhar 2/1

NOTRUMP OVERCALLS
 Direct: 15 to 18 Systems on
 Conv. _____
 Balance: 12 to 15
 Jump to 2NT: Minors 2 Lowest
 Conv. _____

DEFENSE VS NOTRUMP
 vs: 1NT
 2♠ Natural
 2♦ Natural
 2♥ Natural
 2♣ Natural
 Dbl mM(54) or MM(44)
 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: Weak jump raise

VS OPENING PREEMPT DOUBLE IS
 Takeout thru 3♠ Penalty
 Conv. Takeout: _____
 Lebensohl 2NT Response
 Other: 2NT Overcall = 15-19 HCP

GENERAL APPROACH
 2/1 Game forcing
 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

NOTRUMP OPENING BIDS
 1NT 15 to 17 to _____
 5-Card Major Common
 System On Over Dbl, 2C
 2♠ Stayman Puppet
 2♦ Transfer to ♥ Forcing Stayman
 2♥ Transfer to ♠
 2♣ Clubs
 2NT Diamonds

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: Jacoby 2NT can be with 3
 1NT: Forcing Semi-forcing
 2NT: Forcing Inv. to _____
 3NT: 13 to 15
 Drury : Reverse 2-Way Fit
 Other: Reverse Bergen

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: Inverted minors
 Frequently bypass 4+♦
 1NT/1♣: 6 to 10
 2NT: Forcing Inv. 10 to 12
 3NT: 13 to 15
 Other: _____

DESCRIBE
 2♠ 22 to _____ HCP OR 4 loser or better
 Strong Other
 2♦ Response: Neg Waiting KOKISH

RESPONSES/REBIDS
 2NT Response Positive
 2♥ 5 to 11 HCP Pre-emptive: Rule of 234
 Natural: Weak Intermediate Strong Conv
 2♥ 5 to 11 HCP Pre-emptive: Rule of 234
 Natural: Weak Intermediate Strong Conv
 2♠ 5 to 11 HCP Pre-emptive: Rule of 234
 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

On any Gf auction (Inv minor or J2Nt or 2/1) +1 shows min hand.