SPECIAL DOUBLES			NO	NOTRUMP OVERCALLS		NAMESBruce and Hal			
			Direct: 15 to 1	Direct: 15 to 18 Systems on ✓		GENERAL APPROACH			
Negative ✓ thru3s Conv.					2/1				
Responsive: ✓ thru3s Maximal ✓ Balance: 11 to					Two Over One: Game Forcing ☑ Game Forcing Except When Suit Rebid ☐				
Support: Dbl ♥ thru2s Rdbl ▼ Jump to Card-showing Min. Offshape T/O Conv.			✓ Jump to 2NT: Mi	nors 🗸 2 Lowest 🗌		VERY LIGHT: Openings ☐ 3rd Hand ☐ Overcalls ☐ Preempts ☐			
Card-showin	ıg	T/O 🗆	Conv.			FORCING OPENING: 1♣ ☐ 2♣ ☑ Natural 2 Bids ☐ Other ☑4c, 4d			
Snapdragon DEFENSE VS NOTRUMP						NOTRUMP OPE			
SIMPLE OVERCALL vs:				EL ENGE VO NOTROM					
						1NT	3 . inv	2NT <u>22</u> to <u>24</u>	
Often 4 cards Very light style			2♦ Majors		15 to 17	3♦ <u>inv</u>	Puppet Stayman 🗸		
Responses				2♥ Holus minor		to	3♥ stiff	Transfer Responses:	
			_ · _ <u> </u>	2♠ spades + minor		5-Card Major Common 🗸	3≜ stiff	Jacoby ✓ Texas ✓	
Jump Raise: Forcing Inv Weak					, _	3 5 5111			
ID-Miyod uph IO-strong roles						System On Over <u>x 2c</u>		3 ≥3NT	
JUMP OVERCALL						2♣ Stayman 🗸 Puppet 🗌			
						2♦ Transfer to ♥ ✓	4♦, 4♥ Transfer ✓	3NT to	
	ong 🔝 intermediat	e 🗸 vveak 🗸		OVER OPP'S T/O DOUBLE		Forcing Stayman □	Smolen 🗸		
int red				g: 1-level 2-level		2♥ Transfer to ♠ ✓	Lebensohl ✓ (tran denies)	Conventional NT Openings	
	OPENING PRE		Redouble implies			2≜ MSS or Diam bust	Negative Double ✓ 2,3	minor preempt	
	Sound Lig		2NT Over	Limit + Limit	Weak	2NT>3c, C or 4441	<u> </u>		
3/4-bids			Majors			MAJOR OPENING		MINOR OPENING	
Conv./Resp.			Minors			Expected Min. Length 4 5	Expected Min. Ler		
	DIRECT CUE	EBID		r's M is const rais		1st/2nd	1♣		
· · · · · · · · · · · · · · · · ·			NING PREEMPT DOUBL						
Natural			Takeout <mark>✓</mark> thru <u>4</u>	<u>H</u>	Penalty 🗸	3rd/4th ✓ □	1+		
Strong T/O			Conv. Takeout:_			RESPONSES	5 11 5	RESPONSES	
Michaels 🔽 🔽			Lebensohl 2NT F	Response 🔽		Double Raise: Force			
Jumping Michaels Other:						After Overcall: Force ☐ Inv. ☑ Weak ☑ After Overcall: Force ☐ Inv. ☐ Weak ☐ Conv. Raise: 2NT ☑ 3NT ☐ Splinter ☑ Forcing Raise: J/S in other minor ☐			
SLAM CONVENTIONS Gerber ✓ 4NT: Blackwood □ RKC ✓ 1430 □					Conv. Raise: 2NT ✓ 3NT ☐ Splinter ✓				
Kickback						Other: Mixed Single raise Other: mixed			
					1NT: Forcing ✓ Semi-forcing ✓ Frequently bypass		4+♦ ☑		
vs. Interference: DOPI DEPO Level:					2NT: Forcing ✓ Inv. □to	1NT/1 . :6 to <u>10</u>	_		
LEADS (click card led, if not in bold)				DEFENSIVE CAR	3N1: to 2N1: Forcing ☐ Inv. ✓ to		v. 🔽to		
versus Suits versus Notrump				vs Suits vs NT		Drury ☐ : Reverse ✓ 2-Way ☐ Fit ☐	3NT: <u>13</u> to <u>15</u>		
	x x 🛛 x _	x x	x x x <u>x</u>			Other: 1N Forcing is 98% forcing.	Other: splinter		
x 	x x x x x	X X X	X X X X X	Except		DESCR	IRE	RESPONSES/REBIDS	
Âĸx	10 9 x	ÂKĴx	A Q J x	Except		2♣ to HCP 2d weak, 2h= gf, 2S		RESPONSES/REBIDS	
KQX	K J 10 x	A J 10 9	A 10 9 8	Upside-Down Count		Strong Other	, 500		
QJX	K 10 9 x	KQJX	K Q 10 9			2♦ Response: Neg ☐ Waiting ☐			
J 10 x	Q 10 9 x	Q J 10 x	Q 10 9 8	FIRST DISCARD		2♦ Response. Neg waiting		footuro	
K Q 10 9	~ .• · · ·	J 10 9 x	10 9 8 x			Natural: Weak Intermediate Strop	ng Conv C	feature 2NT Force New Suit NF	
	Le	ngth Leads:						ZNT Force New Suit NF	
	4th Best vs Suits		vs NT	✓ □		2♥6 to 11 HCP			
	3rd/5th Best	vs Suits		OTHER CARDING	J	Natural: Weak Intermediate Stro	ng 📋 Conv 📋	2NT Force New Suit NF	
_		Attitude vs NT	- OTTILIT OARDING		<u>6</u> to 11 HCP				
						Natural: Weak Intermediate Stro	ng 🗌 Conv 🗍	2NT Force New Suit NF	
Attitude ✓ Count ☐ Suit Preference ☐ Foster Echo ☐ ☐					OTHER CONV CALLS: New Minor Forcing 2-Way NMF XYZ				
						Weak jump shifts: In Comp.			
						4th Suit Forcing: 1 Round ☐ To Game ☑1m-1nt-2om=M			
	Sr.	LOIAL CARD	ING U FLEAS	LASK		Ingberman, Wolfe, un vrs un , Baze			
						3/1 JS invite uph, 2/1 JS strong uph			
C - tr · · - ·	- Is Dui al au a	Daga Onlin	- 110	MM bridgebase		, , 			

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