Alter Overcall: Penalty	SPECIAL DOUBLES NOTRUMP OVERCALLS		NAMESLEVY-MONTGOMERY		
Negative Simple New Support New Supp					
Support Delta Private Privat	Negative ✓ thru4D				
DEFENSE VS NOTRUMP SIMPLE OVERCALL 1-level 8 to 17 HCP (gusually) 2e Gand higher D or Majminor Responses 2e Hand S H 15 to 17 3a good 515 minors Pupper! Stayman Transfer Responses New Suits Forting NFConst gill NF 2e Sand higher Hand S H 15 to 17 3a good 515 minors Pupper! Stayman Transfer Responses New Suits Forting NFConst gill NF 2e Sand higher Hand S H 15 to 17 3a good 515 minors Pupper! Stayman Transfer Responses New Suits Forting NFConst gill NF 2e Sand higher Hand S H 15 to 17 3a good 515 minors Pupper! Stayman Transfer Responses New Suits Forting NFConst gill NF NFConst gill	Responsive: thru3S Maximal		Two Over One: Game Forcing ♥ Game Forcing Except When Suit Rebid □		
DEFENSE VS NOTRUMP SIMPLE OVERCALL 1-level 8 to 17 HCP (gusually) 2e Gand higher D or Majminor Responses 2e Hand S H 15 to 17 3a good 515 minors Pupper! Stayman Transfer Responses New Suits Forting NFConst gill NF 2e Sand higher Hand S H 15 to 17 3a good 515 minors Pupper! Stayman Transfer Responses New Suits Forting NFConst gill NF 2e Sand higher Hand S H 15 to 17 3a good 515 minors Pupper! Stayman Transfer Responses New Suits Forting NFConst gill NF 2e Sand higher Hand S H 15 to 17 3a good 515 minors Pupper! Stayman Transfer Responses New Suits Forting NFConst gill NF NFConst gill	Support: Dbl thru2S Rdbl Rdbl	Jump to 2NT: Minors ☐ 2 Lowest ✓	VERY LIGHT: Openings □ 3rd Hand □ Overcalls □ Preempts □		
SIMPLE OVERCALL vs. Blancing direct line					
Lelevil 1	DEFENSE VS NOTRUMP				
Flevel 10 17 HCP (usually) 2			1NT 3♣ Puppet	t 2NT 20 to 21	
New Suit Forcing NFConst @ NF					
New Suit Forcing Nr Weak Did one suit Size + SumpQ=Mixed raise Did one suit Did one suit Size + SumpQ=Mixed raise Did one suit Did one suit Size + SumpQ=Mixed raise Did one suit Di		_ ·			
Jump C-Mixed raise Dil one suit size + Other after dol of nt sys one Other			— — —		
Strong Intermediate Weak New Suit Forcing: I-level 2-level New Suit Forcing: I-level New Suit Forcing: I-level 2-level New Suit Forcing: I-level New Suit Forcing: New Suit Forcing: I-level New	New Suit: Forcing NF Const V NF		5-Card Major Common	<u>4)</u> Jacoby ☑ Texas ☑	
Strong Intermediate Weak New Suit Forcing: I-level 2-level New Suit Forcing: I-level New Suit Forcing: I-level 2-level New Suit Forcing: I-level New Suit Forcing: New Suit Forcing: I-level New	Jump C=Mixed reise		System On OverDbl/2C	3♠>3NT for minors	
Strong Intermediate Weak New Suit Forcing: 1-level 2-level		Other:after dbl of nt sys on	2♣ Stayman ✓ Puppet □		
Strong Intermediate Weak & OPEN PYST / O D OUBLE New Suit Forcing: 1-19-ver 2-level			2♦ Transfer to ♥ ✓ 4♦. 4♥ Tra	nsfer 🗸 3NT to	
New Suff Forcing: 1-level 2-level			Forcing Stayman Smolen V		
OPENING PREEMPTS Sound Light Very Ligh		New Suit Forcing: 1-level 2-level	2♥ Transfer to ♠ ✓ Lebensohl		
Majors				Double ✓ 2&3	
Minors Minor Min	Sound Light Very Light		2NTto D suit acc XX and D0	ONT	
DIRECT CUEBID	3/4-bids		MAJOR OPENING	MINOR OPENING	
Strong T/O					
Natural Strong T/O			· · ·	·	
RESPONSES RESPONSES RESPONSES Strong T/O Conv. Takeout: Conv.					
Double Raise: Force Inv. Weak Double Raise: Force Inv. Weak After Overcall: Force Inv. Meak After Overcall: Force Inv. Mea	Natural				
After Overcall: Force Inv. Weak Standard: Suttended Standard: Suttended Standard: Suttended Standard: St	Strong I/O				
SLAM CONVENTIONS Gerber Value ANT: Blackwood RKC 1430 Conv. Raise: 2NT Natural: Weak Intermediate Strong Conv. Raise: 2NF Response: Altitude Natural: Weak Intermediate Strong Conv. Raise: 2NF Natural: Weak Intermediate Strong Conv. 2NF			After Overcall: Force Inv Weak		
Content Cont			Conv. Raise: 2NT ✓ 3NT ☐ Splinter ✓		
NT: Forcing Semi-forcing Frequently bypass 4++					
Vs. Interference: DOPI DEPO Level: ROP1 LEADS (click card led, if not in bold) Versus Suits Versus Notrump Vs. Suits vs. NT Vs. X x x x x x x x x x x x x x x x x x x	Exclusion, 4minor=RKC				
Standard: Stan	11.6				
LEADS (click card led, if not in bold)					
Versus Sulfis Versus Nortump Vs Sulfis Vs NT				3NT:12+ to15	
X					
A K x 10 9 x	x x x x x x				
K Q x K J 10 x A J 10 9 A 10 9 8 Upside-Down Count Upside-Down Attitude Strong ♥ Other □ Q J x K Q J x K Q 10 9 x D 10 9 8 x D 2 Major Forcing D 2 Major Forcing </td <td>X X X X X X X X X X X X X X X X X X X</td> <td></td> <td></td> <td>KESPONSES/KEBIDS</td>	X X X X X X X X X X X X X X X X X X X			KESPONSES/KEBIDS	
Q J x	M K X IU 9 X A K J X				
J 10 x Q 10 9 x Q J 10 x Q 10 9 8 FIRST DISCARD K Q 10 9 Length Leads: Length Leads: Odd/Even Ddd/Even	0.1x K10.9x K0.1x	opoido Boilli ocult			
K Q 10 9	J 10 x Q 10 9 x Q J 10 x	opoldo Bowiii iliatado			
Length Leads: 4th Best vs Suits vs NT 3rd/5th Best vs Suits vs NT Attitude vs NT Smith Echo Primary signal to partner's leads Attitude vs Count vs Suit vs Suit vs Suit vs Suit Preference Attitude vs Count vs Suit vs Suit Preference Odd/Even Odd/Even Odd/Even NcCabe, Ogust Natural: Weak vs Intermediate strong conv Natural: Weak vs Intermediate conv Natural: Weak vs Intermediate conv Natural: W	K Q 10 9 J 10 9 x	I IKOT BIOOAKB			
4th Best vs Suits vs NT	Length Leads: Odd/Even		Natural. Weak Villemediate Strong Conv	Natural: Weak Vinternediate Strong Conv McCabe Order McCabe Order	
3rd/5th Best vs Suits ✓ vs NT OTHER CARDING Attitude vs NT Smith Echo Primary signal to partner's leads Attitude ✓ Count ✓ Suit Preference	4th Best vs Suits vs NT 🗸				
Primary signal to partner's leads Attitude	3rd/5th Best vs Suits			ZNT Force V New Suit NF	
Attitude Count Suit Preference Foster Echo THER CONV CALLS: New Minor Forcing 2-Way NMF XYZ		· · · · · · · · · · · · · · · · · · ·		ONT Force Nov. Cuit NF	
Attitude Count Suit Preference Foster Echo OTHER CONV CALLS: New Minor Forcing 2-Way NMF XYZ Weak jump shifts: In Comp. Not In Comp. Major/minor		Trump Suit Pref. □			
Weak jump shifts: In Comp. ✓ Not In Comp. ✓ Major/minor	Attitude Count Suit Preference	□ Foster Echo □ □	OTHER CONV CALLS: New Minor Forcing 2-Way	NMF DXYZ	
SPECIAL CARDING □ PLEASE ASK 4th Suit Forcing: 1 Round □ To Game Vun vs un,	SPECIAL CARDIN	IG □ PLEASE ASK	4th Suit Forcing: 1 Round 10 Game Jun vs un,		
1m (1NT)-2m=raise, 2om=majors; 2NT and 4th suit good/Reverses			1m (1NT)-2m=raise, 2om=majors; 2NT and 4th suit good/Reverses 1m-2H/2S 5S 4/5H		
Software by Bridge Base Online LLC - www.bridgebase.com					

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