

SPECIAL DOUBLES
 After Overcall: Penalty
 Negative thru 4H
 Responsive: thru 3S Maximal
 Support: Dbl thru 2H Rdbl
 Card-showing Min. Offshape T/O

SIMPLE OVERCALL
 1-level 7 to HCP (usually)
 Often 4 cards Very light style
Responses
 New Suit: Forcing NF Const NF
 Jump Raise: Forcing Inv. Weak
 JQ=mixed, 2NT=4cd M rse inv+

JUMP OVERCALL
 Strong Intermediate Weak

OPENING PREEMPTS
 Sound Light Very Light
 3/4-bids
 Conv./Resp. 4C=RKC 5step resp

DIRECT CUEBID
 Over: Minor Major
 Natural
 Strong T/O
 Michaels
 leaping michaels

SLAM CONVENTIONS Gerber 4NT: Blackwood RKC 1430
 Specific Kings; 3/0 1/4 including exclusion, w wkg void-recycle
 responses to Gerber & blkwd 2/0 1/4 2 with min 2w/max Minorwood
 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 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	J 10 9 x	10 9 8 x

Length Leads:
 4th Best vs Suits vs NT
 3rd/5th Best vs Suits vs NT
 Rusinow Attitude vs NT

Primary signal to partner's leads
 Attitude Count Suit Preference

DEFENSIVE CARDING
 Standard:
 Except
 Upside-Down Count
 Upside-Down Attitude
FIRST DISCARD
 Lavinthal
 Odd/Even
OTHER CARDING
 Smith Echo
 Trump Suit Pref.
 Foster Echo

SPECIAL CARDING PLEASE ASK

NOTRUMP OVERCALLS
 Direct: 15 to 18 Systems on
 Conv. _____
 Balance: 10+ to 16-
 Jump to 2NT: Minors 2 Lowest
 Conv. _____

DEFENSE VS NOTRUMP
 vs: strong weak
 2♠ c+ higher H & lower
 2♦ D + higher S & lower
 2♥ natural natural
 2♠ natural natural
 Dbl => 2C cards
 Other: minor, Majors, or minors
 2nt=clubs, 3c= d=h=3h=s

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: _____

VS OPENING PREEMPT DOUBLE IS
 Takeout thru 4H Penalty
 Conv. Takeout: _____
 Lebensohl 2NT Response
 Other: _____

NAMES John and Bill
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

NOTRUMP OPENING BIDS
 1NT 15 to 17
 3♠ puppet
 3♦ 5/5 Majors invite
 3♥ short
 3♠ short
 5-Card Major Common
 System On Over 2 C, DBL
 2♠ Stayman Puppet
 2♦ Transfer to ♥ Forcing Stayman
 2♥ Transfer to ♠
 2♠ Range ask or C
 2NT => 3D
 4♦, 4♥ Transfer
 Smolen
 Lebensohl (FST denies)
 Negative Double 3H
 Modified DONT rescue
 2NT 20 to 21
 Puppet Stayma
 Transfer Respo
 Jacoby Texa:
 3♠=MSS
 smolen
 3NT to
 Gambling
 Conventional NT O

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

MINOR OPENING
 Expected Min. Length 4 3 NF 0-2
 1♠
 1♦

RESPONSES
 Double Raise: Force Inv. Weak
 After Overcall: Force Inv. Weak
 Conv. Raise: 2NT 3NT Splinter
 Other: 3C=6-9 pts 3D=limit
 1NT: Forcing Semi-forcing
 2NT: Forcing Inv. to _____
 3NT: to _____
 Drury : Reverse 2-Way Fit
 Other: Fit jumps in comp,

RESPONSES
 Double Raise: Force Inv. Weak
 After Overcall: Force Inv. Weak
 Forcing Raise: J/S in other minor
 Single raise Other: 1m-2H/2S weak
 Frequently bypass 4+♦
 1NT/1♠: 8 to 10
 2NT: Forcing Inv. 11 to 12
 3NT: 13 to 15
 Other: 1D-3C=C inv Splinters

DESCRIBE **RESPONSES/RE**
 2♠ to HCP kokish
 Strong Other chpr minor 2d negative
 x,xx negative
 2♦ Response: Neg Waiting
 2♥ 6 to 11 HCP feature
 Natural: Weak Intermediate Strong Conv
 2NT Force New Suit I
 2♥ 6 to 11 HCP Ogust
 Natural: Weak Intermediate Strong Conv
 2NT Force New Suit I
 2♠ 6 to 11 HCP Ogust
 Natural: Weak Intermediate Strong Conv
 2NT Force New Suit I

OTHER CONV CALLS: New Minor Forcing 2-Way NMF XYZ
 Weak jump shifts: In Comp. Not In Comp. 1m-2M only
 4th Suit Forcing: 1 Round To Game Spiral, 1H-2S 1S-3H=inv
 1m-1M-2NT-3♣=>3♦ Fit jumps in competition
 1m-1M-2NT-3♣ asks Unusual v unusual