SPECIAL DOUBLES	NOTRUMP OVERCALLS	NAMES Fred Schenker & Bernie Greenspan		
After Overcall: Penalty □	Direct: 15 to 18 Systems on ■	NAMIES Tred Schenker & Bernie Greenspan		
Negative ■ thru 4♠ Responsive ■ : thru 3♠ Maximal ■	Conv. ■ Sandwich only bph Balancing:10to16	GENERAL APPROACH		
Support: Dbl. thru 2 maj Redbl	Jump to 2NT: Minors □ 2 Lowest	Polish Club w/multi		
Card-showing ■ Min. Offshape T/O □	Conv. ■ 2♣ range Stayman	Two Over One: Game Forcing □ Game Forcing Except When Suit Rebid ■ VERY LIGHT: Openings□ 3rd Hand□ Overcalls□ Preempts□		
ourd onewing - win. Onemape 170	DEFENSE VS NOTRUMP	FORCING OPENING: 1. 2. Na		- 1
	vs: Strong Weak	NOTRUMP OPENING BIDS		
SIMPLE OVERCALL 1 level 7 to 17+ HCP (usually)	2♣ ♥ & ♠	1NT	2NT <u>4 (6v)</u> to <u>11</u>	
often 4 cards□ very light style□	2 • • or • •		Puppet Stayman ☐ Transfer Responses	
Responses	2 ♥ <u>v and m</u> <u>v</u> 2 ♠ and m ♠	to 3 ♦ 5/5mino 3 ♥ 1-3-(5-4		
New Suit: Forcing ☐ NFConst ■ NF ☐	Dbl: 5+m and 4M Penalty-ish	5-card Major common \blacksquare 3 \checkmark 1-3-(5-4) System on over \underline{x} , 2 \clubsuit 3 \spadesuit 3-1-(5-4)	3♠ forces 3Nt -	
Jump Raise: Forcing□ Inv.□ Weak■ Q=1 rd f; Jump Q= Mixed raise	Other Dbl may be 18+ 2N both minors or strong w Majors	2♣ Stayman ■ Puppet □	minor suit hand inv	
		2♦ Transfer to ♥ ■ 4♦, 4♥ Tra	nsfer ■ 3NT to	
JUMP OVERCALL	OVER OPP'S T/O DOUBLE	Forcing Stayman ☐ Smolen ■	Gambling	
Strong ☐ Intermediate ☐ Weak ■	New Suit Forcing: 1 level ■ 2 level □	2 ♥ Transfer to ♠ ■ Lebensohl ■ : 2 ♠ Quan.or ♣ Neg. Double		
freq 5 nv @ 2 level	Jump Shift: Forcing □ Inv. □ Weak ■ Redouble implies no fit □	2♠ Quan.or♣ Neg. Double I 2NT xfer ♦ Other: Bid su		ors
OPENING PREEMPTS	2NT Over Limit+ Limit Weak	MAJOR OPENING	MINOR OPENING	
Sound Light Very Light 3/4-bids ■ □	Majors □ □		NF Expected Min. Length 4 3 0-2	Conv
Conv./Resp.	Minors □ □ ■ Other	Expected Min. Length 4 5	1. Length 4 5 0-2	COIIV.
	Other	3rd/4th □ ■		
DIRECT CUEBID OVER: Minor Major	VS Opening Preempts Double Is	RESPONSES	RESPONSES	_
OVER: Minor Major Natural \square	Takeout ■ thru 4♥ Penalty □	Double Raise: Force ☐ Inv. ☐ Weak ■	Double Raise: Force ☐ Inv. ■ Weal	ık■
Strong T/O	Conv. Takeout: <u>4N</u> Lebensohl 2NT Response ■	After Overcall: Force□ Inv.□ Weak■	After Overcall: Force□ Inv.□ We	eak■
Michaels ■ ■	Other: Leaping Michaels	Conv. Raise: 2NT ■ 3NT □ Splinter ■	Forcing Raise: J/S in other minor	r□
		Other: $2N = Mixed or limit raise$,	Single raise ■ Other:	
SLAM CONVENTIONS Gerber■: 4NT: Blackwood□ RKC□ 1430■ Kickback for Hearts Specific Kings Exclusion		1NT: Forcing ☐ Semi-forcing ■	Frequently bypass 4+ ♦ ■	
Gerber directly over NT Optional Key Card for minors		2NT: Forcing ☐ Inv. ■to	1NT/1♣ <u>8</u> to <u>10</u>	
vs Interference: DOPI DEPO Level: ROPI		3NT:to	2NT Forcing \blacksquare Inv. \square 13 to 15 3NT: 15 to 17	<u>5/18+</u>
LEADO (sinale condited if not in hold) DEFENCIVE CARRING				
LEADS (circle card led, if not in bold) versus Suits versus Notrump versus No		Short suit / Denial suit game tres that 14 14 lies of 7 11 w minior(s)		
X X XXXX X X X X XXXX	∵ Standard: □ □	DE <u>4/8</u> to <u>9/11</u> HCP	SCRIBE RESPONSES/REE	3IDS
$\times \times $	I EXCEDE II		majors 2♦, 2N asking	
AKX T9X AKJX AQ	X	2 ♦ Resp: Neg ☐ Waiting ☐	3♣=♥ inv, 3♦=♠inv	v
KQX KJTX AJT9 AT9	HINSIGE-HOWN:	2 ♦ <u>4/6 to 9/11</u> HCP	one 6 card major	
QJX KT9X KQJX KQT	9 count ■ ■	Natural: Weak ☐ Intermediate ☐ Strong ☐		NF□
JT9 QT9x QT9		2♥ <u>4/6</u> to <u>9/11</u> HCP 5♥8	24+m 2N asks, 3♣ p or con	rrect
K Q T 9 J T 9 x T 9 x	FIRST DISCARD	Natural: Weak Intermediate ☐ Strong ☐	Conv. ☐ 2NT Force ■ New Suit N	NF□
LENGTH LEADS:	Lavinthal	2 <u>4</u> to 11 HCP 5 & 8	24+m 2N asks, 3♣ p or cor	rect
4th Best vs SUITS□ vs NT 3rd/5th Best vs SUITS■ vs NT		Natural: Weak Intermediate Strong □	Conv. ☐ 2NT Force ■ New Suit N	NF□
vs Nt: A for attitude, K for the NT		OTHER CONV. CALLS: New Mind	or Forcing:□ 2-Way NMF ■ xyz	
	Smith EchoRev □ ■	Weak Jump Shifts: In Comp.□ Not in		
Primary signal to partner's lead		4th Suit Forcing: 1 Rd. ☐ Game ■ Transfers after 1M-(x) and (1m)-1M-neg x		
Attitude ■ Count □ Suit preference		If opener rebids at 2-level, cheapest new suit is a puppet		
SPECIAL CARDING □ PLEASE ASK Unus. Suction vs Strong 1♣ nonserious 3Nt Leb/re				
		After 1♣-1M, 2♦ is 18+, 3+M F	it showing jumps bob and in comp	etition