SPECIAL DOUBLES	NOTRUMP OVERCALLS	NAMES Michael Farebrother — Ellen Kuiper 8550794 GENERAL APPROACH Phantom Club Normal: WARNING not GCC legal	
After Overcall: Penalty ☐* Negative ■ thru 3 ♠ Responsive ■ : thru 3 ♠ Maximal ■	Direct: 4-8 to 14(16) Systems on □ Conv. T/O, low varies by seat/vul Balancing: 11 to 14 Jump to 2NT: Minors□ 2 Lowest■		
Support: Dbl. thru 2x Redbl Card-showing Min. Offshape T/O□ * Power X, 15+ "any"	Conv Game Forcing Game Forcing Except When Suit Re		Overcalls ☐ Preempts ☐
SIMPLE OVERCALL 1 level _8+_ to _14 (18) HCP (usually) often 4 cards very light style Responses New suit: Forcing NFConst NF Jump raise: Forcing Inv. Weak Top end extended if short in opener's suit	vs:	NOTRUMP OPENING BID 1NT 15+ to 18 15-card Major Common System on over X,2 ♣ 2 ♣ Stayman Puppet 2 ♣ Keri: ♦ or	Puppet Stayman Transfer Responses: Jacoby SA Texas 3
JUMP OVERCALL	OVER OPP'S T/O DOUBLE	2♦ Transfer to ♥ ■ 4♣, 4♦ SA To Forcing Stayman Smolen □	ansfer 3NT 4m PRE (broken m)
Strong ☐ Intermediate ☐ Weak ■ Intermediate in BAL	New Suit Forcing: 1 level ■ 2 level □ Jump Shift: Forcing □ Inv.□ Weak □ Redouble implies no fit ■	2♥ Transfer to ♠ ■ Lebensohl ■ Lebensohl ■ Neg. Double	(fast denies) Conventional NT Openings 2NT Minors, 5–11 ramble rescues
OPENING PREEMPTS	2NT Over Limit+ Limit Weak	MAJOR OPENING	MINOR OPENING
Sound Light Very Light 3/4-bids Conv./Resp.	Majors	Expected Min. Length 4 5	Expected Min. Length 4 3 0-2 Conv.
DIRECT CUEBID	VS Opening Preempts Double Is	. 1st/2nd □ ■ 3rd/4th ■ ■	1
OVER: Minor Major Artif. Bid		RESPONSES	
Natural	Takeout ■ thru 4♥ Penalty □	Double Raise: Force ☐ Inv. ☐ Weak	RESPONSES Double Raise: Force ☐ Inv. ☐ Weak ■
Strong T/O ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐	Conv. Takeout: Lebensohl 2NT Response	After Overcall: Force Inv. Weak	After Overcall: Force Inv. Weak
Systems on/Prec D, Polish C, etc	Other:	Conv. Raise: 2NT□3NT□ Splinter■	Forcing Raise: J/S in other minor
SLAM CONVENTIONS Gerber 4NT: Blackwood RKC 1430		Other: Fit J/S	Single raise Other:
1NT-2 ♠; rebid-new suit RKC		1NT: Forcing ■ Semi-forcing □	Frequently bypass 4+ ♦ □
		2NT: Forcing Inv to to 3NT: 13 to 15 BAL, 2M	1NT/1 ♣ <u>8</u> to <u>10-</u>
vs. Interference: DOPI■ DEPO■ Leve	el: 5 trump+ ROPI	Drury ■: Reverse ■ 2-Way □ Fit	2NT: Forcing ☐ Inv. ■ 10+ to 12 3NT: 13 to 15
LEADS (circle card led, if not in bol	d) DEFENSIVE CARDING	Other: 2,* drury by UPH, FitJ/S	Other: 2,♣ / 1♦♦ Limit+, FJS/♦♦
versus Suits versus Notrump	vs SUITS vs NT		
$\begin{array}{cccccccccccccccccccccccccccccccccccc$	x x Except		ESCRIBE RESPONSES/REBIDS 5=5+ Majors
AKX T9X AKJX AQJ	Also LID SP	2 ◆ Resp: Neg	
KQX KJTX AJT9 AT9 QJX KT9X KQJX KQT	Linside-Li)own:	2	6 cards, Ogust, RONF
\mathbf{J} T9 Q \mathbf{T} 9x \mathbf{Q} JTx Q \mathbf{T} 9	COUNT .	Natural: Weak Intermediate Strong [Conv. 2NT Force New Suit NF □
K QT9 J T9x T 9x	alliluuc	2♥ _3 to _8 HCP"Anyth	ng goes"
,	FIRST DISCARD	Natural: Weak Intermediate Strong [Conv. 2NT Force New Suit NF □
LENGTH LEADS:	Lavinthal	2 to 8 HCP	style
4th Best vs SUITS ■ vs N 3rd/5th Best vs SUITS □ vs N	000=10	Natural: Weak Intermediate Strong [Conv. ☐ 2NT Force New Suit NF ☐
Attitude ve N		OTHER CONV. CALLS: New Minor Forcing: ☐ 2-Way NMF ■ XYZ/NT	
A=Attitude, K=Kount Irick 1	Smith Echo □ ■	Weak Jump Shifts not in Comp. ☐ 4th Suit Forcing: 1 Round ☐ Game ■	
Primary signal to partner's lea Attitude ■ Count □ Suit preference		Unusual/Unusual (Low/low)	
TROC. ET			or non atrong APT)
SPECIAL CARDING PLEASE ASK Ellen PC. tex: September 15, 2018. Mathe vs Strong minor (but systems on over non-strong ART) Made with LaTeX and grbcce (taigabridge.net)			