

SPECIAL DOUBLES After Overcall: Penalty <input checked="" type="checkbox"/> over 1C,>3D Negative <input checked="" type="checkbox"/> thru 4S Responsive: <input checked="" type="checkbox"/> thru 3S* Maximal <input type="checkbox"/> Support: Dbl <input checked="" type="checkbox"/> thru 2H Rdbl <input type="checkbox"/> Card-showing <input checked="" type="checkbox"/> Min. Offshape T/O <input type="checkbox"/> 1C,x,X=9+thru 3D; Q=9+s; 1C>3xXDSI		NOTRUMP OVERCALLS Direct: <u>15</u> to <u>18</u> Systems on <input checked="" type="checkbox"/> Conv.sys off if Responder bids Balance: <u>12</u> to <u>15</u> Jump to 2NT: Minors <input checked="" type="checkbox"/> 2 Lowest <input type="checkbox"/> Conv.jump in bal seat = 19-21		NAMES Kirk, Zak, Ben, Phil																															
SIMPLE OVERCALL 1-level <u>8</u> to <u>16</u> HCP (usually) Often 4 cards <input type="checkbox"/> Very light style <input type="checkbox"/> Responses New Suit: Forcing <input type="checkbox"/> NFConst <input type="checkbox"/> NF <input checked="" type="checkbox"/> Jump Raise: Forcing <input checked="" type="checkbox"/> Inv. <input type="checkbox"/> Weak <input checked="" type="checkbox"/> Q force, jump Q=raise+,		DEFENSE VS NOTRUMP vs: str dir & bal 2♣ majors majors 2♦ 6+ card major 6+ card major 2♥ 5+H, 4+C/D 5+H, 4+C/D 2♠ 5+S, 4+C/♦ 5+S, 4+C/D Dbl 5+m,4+M / * 5+m,4+M/ * Other: 2NT = 5/5 minors X=penalty vs wk NT; Trans/NT o/c		GENERAL APPROACH Schenken 1C=17+or14+&good suit; pass/1D,H,S=<8hcp,frequent upgrades Two Over One: Game Forcing <input type="checkbox"/> Game Forcing Except When Suit Rebid <input type="checkbox"/> VERY LIGHT: Openings <input type="checkbox"/> 3rd Hand <input type="checkbox"/> Overcalls <input type="checkbox"/> Preempts <input type="checkbox"/> FORCING OPENING: 1♣ <input checked="" type="checkbox"/> 2♣ <input type="checkbox"/> Natural 2 Bids <input type="checkbox"/> Other <input checked="" type="checkbox"/> 2D																															
JUMP OVERCALL Strong <input checked="" type="checkbox"/> Intermediate <input checked="" type="checkbox"/> Weak <input checked="" type="checkbox"/> f(vul): i=11-15, s=14+-16, 6+cds		OVER OPP'S T/O DOUBLE New Suit Forcing: 1-level <input type="checkbox"/> 2-level <input type="checkbox"/> Redouble implies no fit <input checked="" type="checkbox"/> 2NT Over Limit + Limit Weak Majors <input type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> Minors <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Other: Q&JQ=3or4cds; 2NT=minors if p		NOTRUMP OPENING BIDS <div style="display: flex; justify-content: space-between;"> <div style="width: 45%;"> 1NT <u>15</u> to <u>17</u> to _____ 5-Card Major Common <input checked="" type="checkbox"/> System On Over 2C or dbl <input type="checkbox"/> 2♣ Stayman <input checked="" type="checkbox"/> Puppet <input type="checkbox"/> 2♦ Transfer to ♥ <input checked="" type="checkbox"/> 2♥ Transfer to ♠ <input checked="" type="checkbox"/> 2♠ range ask or C 2NT transfer to D </div> <div style="width: 45%;"> 3♣ puppet stayman 3♦ 5/5 min, forcing 3♥ 11+ short H, no 4S 3♠ 11+ short S, no 4H wk @2 level, str @ 3 impossible major bid 4♦, 4♥ Transfer <input checked="" type="checkbox"/> Smolen <input checked="" type="checkbox"/> Lebensohl <input type="checkbox"/> (_____ denies) Negative Double <input type="checkbox"/> _____ </div> </div>																															
OPENING PREEMPTS Sound <input checked="" type="checkbox"/> Light <input checked="" type="checkbox"/> Very Light <input type="checkbox"/> 3/4-bids <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> Conv./Resp. 8-9 in 1/2, 6-12 in 3		VS OPENING PREEMPT DOUBLE IS Takeout <input checked="" type="checkbox"/> thru 4S Penalty <input type="checkbox"/> Conv. Takeout: Lebensohl 2NT Response <input checked="" type="checkbox"/> Other: Schenkensohl if 1C, 2x, pass, X		MAJOR OPENING <table border="1" style="width:100%; border-collapse: collapse;"> <tr> <th>Expected Min. Length</th> <th>4</th> <th>5</th> </tr> <tr> <td>1st/2nd</td> <td><input checked="" type="checkbox"/></td> <td><input type="checkbox"/></td> </tr> <tr> <td>3rd/4th</td> <td><input checked="" type="checkbox"/></td> <td><input type="checkbox"/></td> </tr> </table>		Expected Min. Length	4	5	1st/2nd	<input checked="" type="checkbox"/>	<input type="checkbox"/>	3rd/4th	<input checked="" type="checkbox"/>	<input type="checkbox"/>																					
Expected Min. Length	4	5																																	
1st/2nd	<input checked="" type="checkbox"/>	<input type="checkbox"/>																																	
3rd/4th	<input checked="" type="checkbox"/>	<input type="checkbox"/>																																	
DIRECT CUEBID Over: Minor <input type="checkbox"/> Major <input type="checkbox"/> Natural <input type="checkbox"/> <input type="checkbox"/> Strong T/O <input type="checkbox"/> <input type="checkbox"/> Michaels <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> If wk2, L&nonL Mich,WQ,i/s j o/c		MINOR OPENING <table border="1" style="width:100%; border-collapse: collapse;"> <tr> <th>Expected Min. Length</th> <th>4</th> <th>3</th> <th>NF</th> <th>0-2</th> <th>Conv.</th> </tr> <tr> <td>1♣</td> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> <td><input checked="" type="checkbox"/></td> </tr> <tr> <td>1♦</td> <td><input type="checkbox"/></td> <td><input checked="" type="checkbox"/></td> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> </tr> </table>		Expected Min. Length	4	3	NF	0-2	Conv.	1♣	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	1♦	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>														
Expected Min. Length	4	3	NF	0-2	Conv.																														
1♣	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>																														
1♦	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>																														
SLAM CONVENTIONS Gerber <input type="checkbox"/> 4NT: Blackwood <input checked="" type="checkbox"/> RKC <input type="checkbox"/> 1430 <input checked="" type="checkbox"/> if agreed; otherwise bkwd; specific K ask in all 1430 auctions if 1C, 2or3NT>4D/H/Sor5C=1430; if 2C, 2D or 1D, 2D>jump to 4C/4D =1430 vs. Interference: DOPI <input checked="" type="checkbox"/> DEPO <input type="checkbox"/> Level: minwood if 4C/D=1430 ROPI <input type="checkbox"/>		RESPONSES Double Raise: Force <input type="checkbox"/> Inv. <input checked="" type="checkbox"/> Weak <input type="checkbox"/> After Overcall: Force <input type="checkbox"/> Inv. <input type="checkbox"/> Weak <input checked="" type="checkbox"/> Conv. Raise: 2NT <input type="checkbox"/> 3NT <input type="checkbox"/> Splinter <input type="checkbox"/> Other: 3C=f raise if u; sys on>5H 1NT: Forcing <input type="checkbox"/> Semi-forcing <input type="checkbox"/> 2NT: Forcing <input type="checkbox"/> Inv. <input checked="" type="checkbox"/> <u>11</u> to <u>12</u> 3NT: <u>13</u> to <u>15</u> Drury <input type="checkbox"/> : Reverse <input checked="" type="checkbox"/> 2-Way <input checked="" type="checkbox"/> Fit <input type="checkbox"/> Other: Q=f raise if u, or inv if p																																	
LEADS (click card led, if not in bold) <table border="1" style="width:100%; border-collapse: collapse;"> <tr> <th colspan="2">versus Suits</th> <th colspan="2">versus Notrump</th> </tr> <tr> <td>x x x</td> <td>x x x x</td> <td>x x x</td> <td>x x x x</td> </tr> <tr> <td>x x x</td> <td>x x x x</td> <td>x x x</td> <td>x x x x</td> </tr> <tr> <td>A K x</td> <td>10 9 x</td> <td>A K J x</td> <td>A Q J x</td> </tr> <tr> <td>K Q x</td> <td>K J 10 x</td> <td>A J 10 9</td> <td>A 10 9 8</td> </tr> <tr> <td>Q J x</td> <td>K 10 9 x</td> <td>K Q J x</td> <td>K Q 10 9</td> </tr> <tr> <td>J 10 x</td> <td>Q 10 9 x</td> <td>Q J 10 x</td> <td>Q 10 9 8</td> </tr> <tr> <td>K Q 10 9</td> <td></td> <td>J 10 9 x</td> <td>10 9 8 x</td> </tr> </table>		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	10 9 8 x	DEFENSIVE CARDING Standard: <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> Except <input type="checkbox"/> coded 9/10 after open lead Upside-Down Count <input type="checkbox"/> <input type="checkbox"/> Upside-Down Attitude <input type="checkbox"/> <input type="checkbox"/> FIRST DISCARD Lavinthal <input type="checkbox"/> <input type="checkbox"/> Odd/Even <input type="checkbox"/> <input type="checkbox"/> OTHER CARDING Smith Echo <input type="checkbox"/> <input checked="" type="checkbox"/> Trump Suit Pref. <input type="checkbox"/> <input type="checkbox"/> Foster Echo <input type="checkbox"/> <input type="checkbox"/>	
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	10 9 8 x																																
Length Leads: 4th Best vs Suits <input checked="" type="checkbox"/> vs NT <input checked="" type="checkbox"/> 3rd/5th Best vs Suits <input type="checkbox"/> vs NT <input type="checkbox"/> mud suit/p bid: 2/4vnt Attitude vs NT <input type="checkbox"/>		Primary signal to partner's leads Attitude <input checked="" type="checkbox"/> Count <input type="checkbox"/> Suit Preference <input type="checkbox"/>																																	
SPECIAL CARDING <input checked="" type="checkbox"/> PLEASE ASK																																			
DESCRIBE 2♣ <u>11</u> to <u>16</u> HCP C suit, usually 6+ C and Strong <input type="checkbox"/> Other <input checked="" type="checkbox"/> maybe 4 cd maj; 2D, 4C=RKC 2♦ Response: Neg <input type="checkbox"/> Waiting <input type="checkbox"/> fpass/2S=4H 2♥ to _____ HCP str 1-loser suit or 23+bal Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input checked="" type="checkbox"/> 2♥ 6 to 12 HCP normally 8-9, 6-12 in 3rd Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/> 2♠ 6 to 12 HCP normally 8-9, 6-12 in 3rd Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/>		RESPONSES/REBIDS 2D asks 4cdM, 3lv frce 2lv inv, impossible M; fpass/2H=3-S, no pen X asks for ace, king, etc 2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/> disciplined quality 2NT Force <input checked="" type="checkbox"/> New Suit NF <input checked="" type="checkbox"/> disciplined quality 2NT Force <input checked="" type="checkbox"/> New Suit NF <input checked="" type="checkbox"/>																																	
OTHER CONV CALLS: New Minor Forcing <input checked="" type="checkbox"/> 2-Way NMF <input type="checkbox"/> inv D off in comp Weak jump shifts: In Comp. <input checked="" type="checkbox"/> Not In Comp. <input checked="" type="checkbox"/> M=0-7 hcp; also 1D, X as trnsfr 4th Suit Forcing: 1 Round <input checked="" type="checkbox"/> To Game <input checked="" type="checkbox"/> over invD=partial stopper trans/1D,X (accepting M=3cd), XX=H, etc; 1D, 2NT=11-12; 3NT=13-15 ssgt try/1D, 3D; open 3C=10-15 solid 7or6+f; 1D, 3C or 1M, 3D= SJS																																			

Software by Bridge Base Online, LLC. -
www.bridgebase.com