

SPECIAL DOUBLES

After Overcall: Penalty _____
 Negative thru _____ 3S
 Responsive : thru _____ 3S Maximal
 Support: Dbl. thru _____ 2H Redbl
 Card-showing Min. Offshape T/O

SIMPLE OVERCALL

1 level _____ 6 to _____ 18 HCP (usually)
 often 4 cards very light style

Responses

New Suit: Forcing NFConst NF
 Jump Raise: Forcing Inv. Weak

JUMP OVERCALL

Strong Intermediate Weak

OPENING PREEMPTS

Sound Light Very Light
 3/4-bids
 Conv./Resp. _____ Sound when Vul.

DIRECT CUEBID

OVER:	Minor	Major
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"/>

SLAM CONVENTIONS Gerber : 4NT: Blackwood RKC 1430

1430 Keycard Gerber after Stayman (3-steps only); DIFS- X=1st step, Pass=2nd, Next Suit = 3rd step

Exclusion 0314; Kickback for minors 1430; 1430 King ask is specific King, Gerber is number

vs Interference: DOPI DEPO Level: _____ Auto-Wood _____ ROPI

LEADS (circle 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	T 9 x	A K J x	A Q J x
K Q x	K J T x	A J T 9	A T 9 x
Q J x	K T 9 x	K Q J x	K Q T 9
J T 9	Q T 9 x	Q J T x	Q T 9 x
K Q T 9		J T 9 x	T 9 x x

LENGTH LEADS:

4th Best vs SUITS vs NT
 3rd/5th Best vs SUITS vs NT
 Attitude vs NT

Primary signal to partner's leads

Attitude Count Suit preference

SPECIAL CARDING**NOTRUMP OVERCALLS**

Direct: _____ 15 to _____ 17 Systems on
 Conv. _____
 Balancing: _____ 11 to _____ 15
 Jump to 2NT: Minors 2 Lowest
 Conv. _____

DEFENSE VS NOTRUMP

vs: Meckwell (strong NT) (weak NT) Mod Cap
 2♣ Clubs & Major D or min/maj, relay 2C
 2♦ Diamonds & Maj Hearts and Spades
 2♥ Hearts Hearts
 2♠ Spades Spades
 Dbl: Minor/both Maj Equal Value/Penalty
 Other: _____ 2N is both minors

OVER OPP'S T/O DOUBLE

New Suit Forcing: 1 level 2 level
 Jump Shift: Forcing Inv. Weak
 Redouble implies no fit

2NT Over Limit+ Limit Weak

	Limit+	Limit	Weak
Majors	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Minors	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Other: Mini-Bergen; 2N Relay to 3C minor signoff

VS Opening Preempts Double Is

Takeout thru _____ 4D Penalty
 Conv. Takeout: X of 4H/4S is point showing
 Lebensohl 2NT Response
 Other: Lebensohl on over 2H/2S only

DEFENSIVE CARDING

	vs SUITS	vs NT
Standard:	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Except <input type="checkbox"/>		

Upside-Down:
 count
 attitude

FIRST DISCARD

Lavinthal	<input type="checkbox"/>	<input type="checkbox"/>
Odd/Even	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>

OTHER CARDING

Smith Echo	<input type="checkbox"/>	<input checked="" type="checkbox"/>
Trump Suit Pref.	<input type="checkbox"/>	
Foster Echo	<input type="checkbox"/>	<input type="checkbox"/>

PLEASE ASK**NAMES****Bill McManus & Carl Cunningham****GENERAL APPROACH**

Std American with 2 over 1

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
 to _____
 5-card Major common
 System on over _____ 2C
 2♣ Stayman Puppet
 2♦ Transfer to ♥ Forcing Stayman
 2♥ Transfer to ♠ Lebensohl (____ denies)
 2♠ Transfer to Clubs Neg. Double
 2NT Transfer to Diamonds Other: Super Acceptance 2N=max, 3M=min

MAJOR OPENING

Expected Min. Length	4	5
1st/2nd	<input type="checkbox"/>	<input checked="" type="checkbox"/>
3rd/4th	<input checked="" type="checkbox"/>	<input type="checkbox"/>

RESPONSES

Double Raise: Force Inv. Weak
 After Overcall: Force Inv. Weak
 Conv. Raise: 2NT 3NT Splinter
 Other: 3-Level=singleton, 4-Level=void
 1NT: Forcing Semi-forcing
 2NT: Forcing Inv. _____ to _____
 3NT: _____ to _____
 Drury : Reverse 2-Way Fit
 Other: 2C=4, 2D=3, on thru 2C; Bergen & Mini-bergen

MINOR OPENING

Expected Min. Length	4	3	0-2	Conv.
1♣	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
1♦	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

RESPONSES

Double Raise: Force Inv. Weak
 After Overcall: Force Inv. Weak
 Forcing Raise: J/S in other minor
 Single raise Other: Inverted Minors
 Frequently bypass 4+♦
 1NT/1♣ _____ 6 to _____ 10-
 2NT Forcing Inv. 10+ to _____ 12
 3NT: _____ 13 to _____ 15
 Other: 2S is constructive raise, on over X

DESCRIBE
or 8+ tricks**RESPONSES/REBIDS**

2♣ _____ 22+ to _____ HCP Strong <input checked="" type="checkbox"/> Other <input type="checkbox"/>	2D=GF, 2H=Bust, no A, K or Qxx Qxx X, XX=Double Neg, other bids GF.
2♦ Resp: Neg <input type="checkbox"/> Waiting <input type="checkbox"/>	New suit 2-level is NF, other bids are GF.
2♦ _____ 5 to _____ 10 HCP Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	2N is Ogust.
2♥ _____ 5 to _____ 10 HCP Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	3C=Bp,Bs, 3D=Bp,Gs 2NT Force <input checked="" type="checkbox"/> New Suit NF <input checked="" type="checkbox"/>
2♠ _____ 5 to _____ 10 HCP Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	3H=Gp,Bs, 4S=GP,GS 2NT Force <input checked="" type="checkbox"/> New Suit NF <input checked="" type="checkbox"/>

OTHER CONV. CALLS: New Minor Forcing: 2-Way NMF 2C=Wk/Inv, 2D=GFWeak Jump Shifts: In Comp. Not in Comp. XYZ, Mini-Bergen (1st & 2nd Seat only)4th Suit Forcing: 1 Rd. Game 2S, 2N Game Tries over 1-2 of major, Checkback over 18-19 2N bid.

Mod Cap: partner opens 1 minor & opponents bid 1N; After reverses, 4th suit or 2N are weak.

Q&Q; Jump to 5 of trump asks 1) opp bid suit, 2) no interference, unbid suit, 3) Trump Quality/Slam try.