SPECIAL DOUBLES NOTRUMP OVERCALLS		NAMES2/1 GIB CC		
After Overcall: Penalty 🗌	Direct: <u>15</u> to <u>18</u> Systems on ✓			GENER
Aller Overlail, Penalty Negative ♀ thru3♠ Responsive: ♀ thru3♠ Autor Aller ♀ Maximal ♀	Conv		2/1 Game forcing	•=
Responsive: 🗹 thru <u>3 🖢</u> Maximal 🗹	Balance: <u>11</u> to <u>15</u>		Two Over One: Game Forcing 🗹 Game Forci	na Except
	Jump to 2NT: Minors 🗌 2 Lowest 🗹		VERY LIGHT: Openings	alls 🗆 Pre
Card-showing 🗌 Min. Offshape T/O 🗌	Conv. Sandwich 1NT (unbid suits)		FORCING OPENING: 1. 0 2. Vatural 2 B	ids 🗍 Oth
Take out through 4♥	DEFENSE VS NOT	RUMP	NOTRUMP OPE	
SIMPLE OVERCALL	vs: Strong 1NT W	eak 1NT	1NT	3 ≜ ->
1-level 6 to 16 HCP (usually)	2♣ 1 suit 1 s	suit		
Often 4 cards 🗹 Very light style 🗌	2♦ Majors Ma	ajors	<u>15</u> to <u>17</u>	3♦ <u>sp</u>
Responses	2♥ ♥+minor ♥+	minor	to	3 ∀ sp
New Suit: Forcing 🗌 NFConst 🗹 NF 🗌	2♠ ♠+minor ♠+	minor	5-Card Major Common 🗌	3≜ sp
Jump Raise: Forcing 🗌 Inv. 🗌 Weak 🗹	Dbl Penalty Pe	enalty	System On Over	
Cuebid is 1-round force	Other: Cappelletti		2♣ Stayman ✓ Puppet □	
JUMP OVERCALL			2♦ Transfer to ♥ ♥	4.4
Strong 🗌 Intermediate 🗌 Weak 🗹	OVER OPP'S T/O D		Forcing Stayman	4•, 4 Smol
	New Suit Forcing: 1-level 🗹 2-level [2♥ Transfer to ♠ ♥	Lebe
OPENING PREEMPTS	Redouble implies no fit		2♦ MSS	Nega
Sound Light Very Light	2NT Over Limit +	Limit Weak	2NT->3♣	Nega
3/4-bids	Majors 🗸			
Conv./Resp.	Minors		MAJOR OPENING	
DIRECT CUEBID Other: Weak jump raise		Expected Min. Length 4 5		
	VS OPENING PREEMPT		1st/2nd	
Over: Minor Major		Penalty	3rd/4th	
Strong T/O	Conv. Takeout:		RESPONSES	
Michaels	Lebensohl 2NT Response		Double Raise: Force 🗌 Inv. 🗸 Weak 🗍	
Natural if 2 suits have been bid Other: 2NT Overcall = 16-19 HCP		After Overcall: Force 🗌 Inv. 🗌 Weak 🇹		
SLAM CONVENTIONS Gerber 🗹 4NT: Blackwood 🗌 RKC 🗹 1430 🗌		Conv. Raise: 2NT 🗹 3NT 🗌 Splinter 🗹		
		Other: Jacoby 2NT		
RKC 0314; Gerber over 1nt and 2nt			1NT: Forcing 🔽 Semi-forcing 🗌	
			2NT: Forcing V Invto	
vs. Interference: DOPI 🗹 DEPO 🗌 Level: 5 ROPI 🗌		3NT:13 to15		
LEADS (click card led, if not in bold) DEFENSIVE CARDING			Drury 🗌 : Reverse 🗋 2-Way 🗋 Fit 🗍	
versus Suits versus Notrump vs Suits vs NT		Other:		
🗙 X X X X X X X Standard: 🗹 🗹				
x x x x x x x x x x x x x Except		DESCRIBE		
AKX 109X AKJX AQJX			2♣ <u>22</u> to HCP <u>Or 9+ tricks</u>	
K Q × K J 10 × A J 10 9 A 10 9 8 Upside-Down Count			Strong 🗸 Other 🗌	
QJX K 10 9 X K Q J X K Q 10 9 Upside-Down Attitude			2♦ Response: Neg	
J 10 x Q 10 9 x Q J 10 x Q 10 9 8 FIRST DISCARD		2♦ <u>5</u> to <u>11</u> HCP Normally good 6-card suit		
K Q 10 9 J 10 9 x 10 9 8 x Lavinthal			Natural: Weak 🗹 Intermediate 🗌 Strong 🗌 Conv 🗌	
Length Leads: Odd/Even □ □ 4th Best vs Suits ✓ vs NT ✓ □ □		2♥5 to 11 HCP Normally good 6-card suit		
4th Best vs Suits V vs NT V			Natural: Weak 🗹 Intermediate 🗌 Strong 🗌 Conv 🗌	
3rd/5th Best vs Suits vs NT OTHER CA			2 € 5 to 11 HCP Normally good 6-card sui	
Attitude vs NT Smith Echo			Natural: Weak V Intermediate Strong Conv	
			OTHER CONV CALLS: New Minor Forcing 2-Way NI	
Attitude 🗌 Count 🗹 Suit Preference 🗌 Foster Echo				
SPECIAL CARDING 🗆 PLEASE ASK		Weak jump shifts: In Comp. Vot In Comp.		
		4th Suit Forcing: 1 Round □ To Game ✓		
			Strong jumpshifts (17+ good suit) 2 way game tries (1♥-2♥-2♠/1♠-2♠-2N = shortr	<u> </u>

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