



### SPECIAL DOUBLES

After Overcall: Penalty  \_\_\_\_\_  
 Negative  thru 3♠  
 Responsive  : thru 2♠ Maximal   
 Support: Dbl.  thru 2♥ Redbl   
 Card-showing  Min. Offshape T/O

### NOTRUMP OVERCALLS

Direct: 15 to 18 Systems on   
 Conv.  \_\_\_\_\_  
 Balancing: 11 to 15  
 Jump to 2NT: Minors  2 Lowest   
 Conv.  \_\_\_\_\_

NAMES Advanced

### GENERAL APPROACH

2/1 Game Force  
 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  \_\_\_\_\_

### SIMPLE OVERCALL

1 level 8 to 17 HCP (usually)  
 often 4 cards  very light style   
**Responses**  
 New Suit: Forcing  NF Const  NF   
 Jump Raise: Forcing  Inv.  Weak

### DEFENSE VS NOTRUMP

vs:  
 2♣ Landy \_\_\_\_\_  
 2♦ \_\_\_\_\_  
 2♥ \_\_\_\_\_  
 2♠ \_\_\_\_\_  
 Dbl: \_\_\_\_\_  
 Other: \_\_\_\_\_

### NOTRUMP OPENING BIDS

1NT 15 to 17 3♣ \_\_\_\_\_  
 \_\_\_\_\_ to \_\_\_\_\_ 3♦ \_\_\_\_\_  
 5-card Major common  3♥ \_\_\_\_\_  
 System on over 2♣ and X 3♠ \_\_\_\_\_  
 2♣ Stayman  Puppet   
 2♦ Transfer to ♥  4♦, 4♥ Transfer   
 Forcing Stayman  Smolen   
 2♥ Transfer to ♠  Lebensohl  (Fast denies)  
 2♠ Transfer to ♣ \_\_\_\_\_ Neg. Double  \_\_\_\_\_  
 2NT Transfer to ♦ \_\_\_\_\_ Other: suit between likes \_\_\_\_\_

2NT 20 to 21  
 Puppet Stayman   
**Transfer Responses:**  
 Jacoby  Texas   
 3♠ \_\_\_\_\_

3NT 25 to 27

### Conventional NT Openings

### JUMP OVERCALL

Strong  Intermediate  Weak

### OVER OPP'S T/O DOUBLE

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

### OPENING PREEMPTS

Sound Light Very Light  
 3/4-bids     
 Conv./Resp. \_\_\_\_\_

### 2NT Over Limit+ Limit Weak

Majors     
 Minors     
 Other Systems on \_\_\_\_\_

### MAJOR OPENING

Expected Min. Length 4 5  
 1st/2nd    
 3rd/4th

### MINOR OPENING

Expected Min. Length 4 3 0-2 Conv.  
 1♣      
 1♦

### RESPONSES

Double Raise: Force  Inv.  Weak   
 After Overcall: Force  Inv.  Weak   
 Conv. Raise: 2NT  3NT  Splinter   
 Other: \_\_\_\_\_

### RESPONSES

Double Raise: Force  Inv.  Weak   
 After Overcall: Force  Inv.  Weak   
 Forcing Raise: J/S in other minor   
 Single raise  Other: \_\_\_\_\_

### DIRECT CUEBID

OVER: Minor Major  
 Natural    
 Strong T/O    
 Michaels

### VS Opening Preempts Double Is

Takeout  thru 4♥ Penalty   
 Conv. Takeout: \_\_\_\_\_  
 Lebensohl 2NT Response   
 Other: \_\_\_\_\_

SLAM CONVENTIONS Gerber  4NT: Blackwood  RKC  1430

vs Interference: DOPI  DEPO  Level: \_\_\_\_\_ ROPI

### LEADS (circle card led, if not in bold)

versus Suits		versus Notrump	
<b>X X</b>	x x x x	<b>X X</b>	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

### DEFENSIVE CARDING

Standard:  vs SUITS  vs NT   
 Except

Upside-Down:  
 count    
 attitude

### FIRST DISCARD

Lavinthal    
 Odd/Even

### OTHER CARDING

Smith Echo    
 Trump Suit Pref.    
 Foster Echo

### DESCRIBE

### RESPONSES/REBIDS

2♣ _____ to _____ HCP Strong <input type="checkbox"/> Other <input type="checkbox"/> 2♦ Resp: Neg <input type="checkbox"/> Waiting <input type="checkbox"/>	
2♦ <u>5</u> to <u>10</u> HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	Feature Ask 2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>
2♥ <u>5</u> to <u>10</u> HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	Feature Ask 2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>
2♠ <u>5</u> to <u>10</u> HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	Feature Ask 2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>

### OTHER CONV. CALLS: New Minor Forcing: 2-Way NMF

Weak Jump Shifts: In Comp.  Not in Comp.  \_\_\_\_\_  
 4th Suit Forcing: 1 Rd.  Game  \_\_\_\_\_

### SPECIAL CARDING

### PLEASE ASK