After Overcall: Penalty Direct: 15 to 18 Systems on Write and Sheldon	- Control of the cont
Negative ■ thru 4H Conv. □ expt SWINE runout/X Responsive ■ : thru 4H Maximal ■ Balancing: 11 to 15 GENERAL APPROACH	
Conv □ 2C	
Card-showing ■ Min. Offshape T/O □ equal level conversion X	
vs. ctrong weak	
SIMPLE OVERCALL 1 leve 7 to 17 HCP (usually) often 4 cards □ very light style □ Responses New Suit: Forcing □ NFConst ■ NF□ Dbl: X Jump Raise: Forcing □ Inv. □ Weak ■ 2 * M or MM M or MM 2 * D MM intermed 2 * H+m 2 * S+m Dbl: X Other DONT/strong NTin PO seat 2 * M or MM 2 * D MM intermed 2 * H+m 5 - card Major common ■ 3 * 5 - 5 M inv System on oveart X, 2C 3 * Stayman ■ Puppet □	2NT 20 to 21 Puppet Stayman □ Transfer Responses: Jacoby ■ Texas ■ 3 ♠ relay to 3NT 3NT to
JUMP OVERCALL OVER OPP'S T/O DOUBLE Forcing Stayman Smolen ■ 3 level	gambling
Strong ☐ Intermediate ☐ Weak ■ New Suit Forcing: 1 level ☐ 2 level ☐ 2 ▼ Transfer to ♠ ■ Lebensohl ■ (D denies)	Conventional NT Openings
Jump Shift: Forcing □Inv. □Weak □ 2 ★ tr to C Neg. Double ■:3 level	
Redouble implies no fit ■ 2NT tr to D 0ther: after tr to H,2S negate OPENING PREEMPTS 2NT Over Limit Limit Week	
Sound Light Very Light Najors 2NT Over Limit Limit Weak Major OPENING MIN	NOR OPENING NF
3/4-bids Minors	. Length 4 3 $0-2$ Conv.
Conv./Resp. 1-2 Vul-sound	
SIDEOT CHERID □ ■ 1◆	
DIRECT CUERID VS Opening Presents Double to	
UVEK: MINO Major Takeout thru 4H Penalty	RESPONSES
OVER: Minor Major Natural □ □ □	Force□ Inv.□ Weak■
OVER: Minor Major Natural □ □ □ □ Conv. Takeout: □ Double Raise: Force □ Inv. ■ Weak □ Double Raise: Strong T/O □ □ □ Lebensobl 2NT Response ■ After Overcall: Force □ Inv. □ Weak ■ After Overcall:	Force□ Inv.□ Weak■ I: Force□ Inv.□ Weak■
OVER: Minor Major Natural □ □ □ Takeout ■ thru 4H Penalty□ Strong T/O □ □ Lebensohl 2NT Response ■ Conv. Takeout: Lebensohl 2NT Response ■ Conv. Raise: 2NT ■ 3NT ■ Splinter ■ Forcing Raise:	Force□ Inv.□ Weak■ l: Force□ Inv.□ Weak■ e: J/S in other minor■
OVER: Minor Major Natural □ □ Conv. Takeout ■ thru 4H Penalty□ Strong T/O □ □ Lebensohl 2NT Response ■ Meckstroth advances; L & NL Michaels Other: 3D,C=inv; 3 other M-unident s lifitete raise ■	Force
OVER: Minor Major Natural □ □ Conv. Takeout ■ thru 4H Penalty□ Strong T/O □ □ Lebensohl 2NT Response ■ Meckstroth advances; L & NL Michaels Meckstroth advances; L & NL Michaels SLAM CONVENTIONS Gerber□: 4NT: Blackwood□ RKC□ 1430□ RESPONSES Double Raise: Force□ Inv.■ Weak□ After Overcall: Conv. Raise: 2NT■ 3NT■ Splinter■ Forcing Raise: Other: 3D,C=inv; 3 other M-unident s lifitete raise■ 1NT: Forcing□ Semi-forcing■ Frequently byte	Force ☐ Inv. ☐ Weak ☐ I: Force ☐ Inv. ☐ Weak ☐ I: J/S in other minor ☐ Other: /1C=10+ Pass 4+ ◆ ■
OVER: Minor Major Natural □ □ Conv. Takeout ■ thru 4H Penalty□ Strong T/O □ □ Lebensohl 2NT Response ■ Michaels Meckstroth advances; L & NL Michaels Meckstroth advances; L & NL Michaels SLAM CONVENTIONS Gerber□: 4NT: Blackwood□ RKC□ 1430□ kickback 1430, excl KC in steps-0,1,etc. DOPE RESPONSES Double Raise: Force□ Inv.■ Weak□ After Overcall: Force □ Inv.□ Weak□ Conv. Raise: 2NT■ 3NT■ Splinter■ Forcing Raise: 1NT: Forcing□ Semi-forcing■ 2NT: Forcing□ Inv.□ to 1NT/1♣ tr 2NT: Forcing□ Inv.□ to 2NT Forcing□ 2NT: Forcing□ Semi-forcing□ 2NT Forcing□ 2NT Fo	Force ☐ Inv. ☐ Weak ☐ I: Force ☐ Inv. ☐ Weak ☐ I: J/S in other minor ☐ Other: /1C=10+ I pass 4+ ◆ ☐ I to Cto
OVER: Minor Major Natural □ □ Conv. Takeout: ■ Lebensohl 2NT Response ■ SLAM CONVENTIONS Gerber□: 4NT: Blackwood□ RKC□ 1430□ kickback 1430, excl KC in steps-0,1,etc. DOPE Overall: Forcing □ Nv. ■ Weak□ After Overcall: Force□ Inv. ■ Weak□ After Overcall: Forcing ■ Frequently by the forcing □ Nv.	Force Inv. Weak : Force Inv. Weak : J/S in other minor Other: /1C=10+ rpass 4+
OVER: Minor Major Natural □ □ Conv. Takeout ■ thru 4H Penalty□ Strong T/O □ □ Lebensohl 2NT Response ■ Michaels Meckstroth advances; L & NL Michaels Sother: Conv. Raise: 2NT ■ 3NT ■ Splinter ■ Forcing Raise: Other: 3D,C=inv; 3 other M-unident states Conv. Raise: 2NT ■ 3NT ■ Splinter ■ Forcing Raise: Other: 3D,C=inv; 3 other M-unident states Conv. Raise: 2NT ■ 3NT ■ Splinter ■ Forcing Raise: Other: 3D,C=inv; 3 other M-unident states Conv. Raise: 2NT ■ 3NT ■ Splinter ■ Forcing Raise: Other: 3D,C=inv; 3 other M-unident states Conv. Raise: 2NT ■ 3NT ■ Splinter ■ Forcing Raise: Other: 3D,C=inv; 3 other M-unident states Conv. Raise: 2NT ■ 3NT ■ Splinter ■ Forcing Raise: Other: 3D,C=inv; 3 other M-unident states Conv. Raise: 2NT ■ 3NT ■ Splinter ■ Forcing Raise: Other: 3D,C=inv; 3 other M-unident states Conv. Raise: 2NT ■ 3NT ■ Splinter ■ Forcing Raise: Other: 3D,C=inv; 3 other M-unident states Conv. Raise: 2NT ■ 3NT ■ Splinter ■ Splinter ■ Other: 3D,C=inv; 3 other M-unident states Conv. Raise: 2NT ■ 3NT ■ Splinter ■ Splinter ■ Other: 3D,C=inv; 3 other M-unident states Conv. Raise: 2NT ■ 3NT ■ Splinter ■ Other: 3D,C=inv; 3 other M-unident states Conv. Raise: 2NT ■ 3NT ■ Splinter ■ Other: 3D,C=inv; 3 other M-unident states Conv. Raise: 2NT ■ 3NT ■ Splinter ■ Other: 3D,C=inv; 3 other M-unident states Conv. Raise: 2NT ■ 3NT ■ Splinter ■ Other: 3D,C=inv; 3 other M-unident states Conv. Raise: 2NT ■ 3NT ■ Splinter ■ Other: 3D,C=inv; 3 other M-unident states Conv. Raise: 2NT ■ 3NT ■ Splinter ■ Other: 3D,C=inv; 3 other M-unident states Conv. Raise: 2NT ■ 3NT ■ Splinter ■ Other: 3D,C=inv; 3 other M-unident states Conv. Raise: 2NT ■ 3NT ■ Splinter ■ Other: 3D,C=inv; 3 other M-unident states Conv. Raise: 2NT ■ 3NT ■ Splinter ■ Other: 3D,C=inv; 3 other M-unident states Conv. Raise: 2NT ■ 3NT ■ Splinter ■ Other: 3D,C=inv; 3 other M-unident states Conv. Raise: 2NT ■ 3NT ■ Splinter ■ Other: 3D,C=inv; 3 other M-unident states Conv. Raise: 2NT ■ 3NT ■ Splinter ■ Other: 3D,C=inv; 3 ot	Force Inv. Weak : Force Inv. Weak : J/S in other minor Other: /1C=10+ rpass 4+
OVER: Minor Major Natural □ □ Conv. Takeout ■ thru 4H Penalty□ Strong T/O □ □ Lebensohl 2NT Response ■ Meckstroth advances; L & NL Michaels Meckstroth advances; L & NL Michaels SLAM CONVENTIONS Gerber□: 4NT: Blackwood□ RKC□ 1430□ kickback 1430, excl KC in steps-0,1,etc. DOPE vs Interference: DOPI□ DEPO□ Level:	Force Inv. Weak : Force Inv. Weak : J/S in other minor Other: /1C=10+ pass 4+
Natural	Force Inv. Weak : Force Inv. Weak : J/S in other minor Other: /1C=10+ pass 4+ to C
Natural	Force Inv. Weak : Force Inv. Weak : J/S in other minor Other: /1C=10+ pass 4+
Natural	Force Inv. Weak : Force Inv. Weak : J/S in other minor Other: /1C=10+ pass 4+
Natural	Force Inv. Weak Force Inv. Weak Force Inv. Weak Force Inv. Weak Force Inv. Weak Force Inv. Weak Force Inv. Inv. Inv. Weak Force Inv. Weak
Natural	Force Inv. Weak Force Inv. Weak Force Inv. Weak Force Inv. Weak Force Inv. Weak Force Inv. Weak Force Inv. Inv. Inv. Weak Force Inv. Weak
Natural	Force Inv. Weak : Force Inv. Weak : J/S in other minor
Natural □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □	Force Inv. Weak : Force Inv. Weak : J/S in other minor Other: /1C=10+ pass 4+
OVER: Minor Major Natural □ □ □ Takeout	Force Inv. Weak
OVER: Minor Major Natural □ □ □ Conv. Takeout	Force Inv. Weak
Natural	Force Inv. Weak
OVER: Minor Major Natural	Force Inv. Weak
OVER: Minor Major Takeout ■ thru 4H Penalty Conv. Takeout: Strong T/O □ □ □ Lebensohl 2NT Response ■ Other: Meckstroth advances; L & NL Michae Other:	Force Inv. Weak : Force Inv. Weak : Force Inv. Weak : J/S in other minor Other: /1C=10+ Pass 4+