SPECIAL DOUBLES  After Overcall: Penalty□	NOTRUMP OVERCALLS  Direct: 15 to 18 Systems on ■	ON NAMES Shelley & Sam  GENERAL APPROACH  2 over 1			
Negative ■ thru 4 ▼ Responsive ■ : thru 4 ▼ Maximal ■	Conv. ■ Sandwich (PH only)  Balancing: m 11-14to M 12-16  Jump to 2NT: Minors □ 2 Lowest □				
Support: Dbl. ■ thru 2 ▼ Redbl ■ Card-showing ■ Min. Offshape T/O□ Spandroson X 2 level also BH	Conv. ■ 1 up, 1 below	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□			
Snapdragon X - 2 level, also PH  SIMPLE OVERCALL  1 level 7 to 16 HCP (usually) often 4 cards□ very light style□ Responses  New Suit: Forcing□ NFConst■ NF□ Jump Raise: Forcing□ Inv.□ Weak■ Cue=3cLR;2NT=4cLR;Jump Cue=M	DEFENSE VS NOTRUMP           vs:         Kastro         Weak (incl 13)           2♣         S+other         H+other           2♦         D         S+other           2♥         H         H           2♠         S         S           Dbl:         H+other         14+ (Sys ON)           Other         Ked	NOTRUMP  1NT  15 to 17  to 5  5-card Major common ■ System on over X, 2♣  2♣ Stayman ■ Puppet □	OPENING E  3	rman	2NT 20 to 21 Puppet Stayman ☐ Transfer Responses: Jacoby ■ Texas ■ 3 ♠ ->3NT; 4m=Opt KC 3NT=5/5 m Slam Int  3NT Gamb to Dask s/y
JUMP OVERCALL	OVER OPP'S T/O DOUBLE	Forcing Stayman □ 5	Smolen■		
Strong	New Suit Forcing: 1 level ■ 2 level □ Jump Shift: Forcing □ Inv. □ Weak ■ Redouble implies no fit ■	2♠ Range ask or ♣	_ebensohl■ ( <u>Fa</u> Neg. Double■:2 Other: <u>X Staym</u>	2/3 level	Conventional NT Openings oM=fit in Major pdDelayed Texas Tfr
OPENING PREEMPTS Sound Light Very Light	2NT Over Limit+ Limit Weak	MAJOR OPEN			IINOR OPENING
3/4-bids ■ □	Majors $\square$ $\square$ $\square$ Minors $\square$ $\square$	Expected Min. Length	4 5 E	Expected M	in. Length 4 3 0–2 Conv.
Conv./Resp.	Other <u>2NT=Nat (Bergen, J/Som ON)</u>		_	4	
OVER: Minor Major  Natural  Strong T/O  Michaels  Klinger Cue=next 2 suits up	VS Opening Preempts Double Is Takeout ■ thru 4♥ Penalty□ Conv. Takeout: 4NT=2 suits Lebensohl 2NT Response ■ Other: oM after Reverse=weak	RESPONSES  Double Raise: Force Inv. I  After Overcall: Force Inv. I  Conv. Raise: 2NT ■ 3NT □  Other: 3D=3c LR; 3C=4c	Weak  Weak  Splinter  Splinter  Weak  Weak	After Overca Forcing Rais	RESPONSES  e: Force  Inv. Weak  all: Force Inv. Weak  se: J/S in other minor  Other: 2S=6-9
<b>SLAM CONVENTIONS</b> Gerber ■: 4NT: Blackwood □ RKC ■ 1430 □		1NT: Forcing ■ Semi-forc	ing 🗆 📗 F	requently b	oypass 4+ ♦ □
Minorwood, Exclusion; Gerber min/max 4S=KC Hearts  Opt KC minors; Q ask-lowest K (1 above trump=extras); Non-serious 3S/3N		2NT: Forcing Inv. I			6 to 10
vs Interference: DOPI■ DEPO■ Level: <u>5 of trump suit+</u> ROPI□		13NT: <u>13-15</u> to <u>333/4</u> Drupy : Reverse ■ 2-Way	ı□ Fit□ = 1	ZNI FORCINQ RNT∙ 1	g□ Inv.■ <u>11</u> to <u>12</u> 3 to 15
LEADS (circle card led, if not in bold)  DEFENSIVE CARDING		Drury ■: Reverse ■ 2-Way ☐ Fit ☐ 3NT: 1 Other: 3 way ON over X,1S; 2NT=mm Inv Other 2H=5		6-4 or 5-5, < Inv	
versus Suits versus Notru	Standard:			CRIBE	RESPONSES/REBIDS
$\begin{array}{cccccccccccccccccccccccccccccccccccc$	X Except	$2 \clubsuit \frac{22 + to 8.5 QT}{Strong} \blacksquare \frac{Other}{Other} \square$	ICP <u>Kokish</u>	Relay	Grue Switch also over Spade
AKX T9X AKJX AQ. KQX KJTX AJT9 AT9			aiting ■ 2C-2D		,
<b>Q</b> Jx K <b>T</b> 9x <b>K</b> QJx K <b>Q</b> 7	9 Opside-Down:	2			2NT Force ■ New Suit NF□
<b>J</b> T9 Q <b>T</b> 9x <b>Q</b> JTx Q <b>T</b> 9	9 x attitude ■ ■	2♥ <u>5</u> to 10 H		tep KC	Ogust; McCabe
<b>K</b> QT9   <b>J</b> T9x <b>T</b> 9x	FIRST DISCARD	Natural: Weak ■ Intermedia	te□ Strong□	Conv. 🗆	2NT Force New Suit NF□
<b>LENGTH LEADS:</b> 4th Best vs SUITS■ vs NT	Lavinthal □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □	2♠ <u>5 to 10</u> H		tep KC	Ogust; McCabe
3rd/5th Best vs SUITS□ vs N1		Natural: Weak ■ Intermedia			2NT Force ■ New Suit NF□
A-drop H or Count; K-Autt Qrdrop, JNT OTHER CARDING Smith -USD by leader; Std by Partner Smith Echo		OTHER CONV. CALLS: New Minor Forcing: ☐ 2-Way NMF ■ oM first  Weak Jump Shifts: In Comp. ☐ Not in Comp. ☐ Wolff (also slam int)			
Primary signal to partner's leads Trump Suit Pref.		4th Suit Forcing: 1 Rd. ■ Game□			
Attitude ■ Count □ Suit preference	Q&Q(1 up); UvsU (low=Other); ELC; Kokish GT; 1m(1NT)Meckwell				
SPECIAL CARDING DIEASE ASK  Leaping M; DONT Runouts  1C: 1 lvl=2 suits, X=round, 1NT=ptd, weak 2 (also 1C-1D);					20 1C 1D):
I aut a difi a d. I au 04 2022 17.50		1C. 1 IVI−∠ SUITS, A=IOU	ma, mar-pia, '	wear 2 (als	ου 1C-1D),