

**SPECIAL DOUBLES**  
 After Overcall: Penalty   
 Negative  thru 3 Spades  
 Responsive:  thru 3 Spades  
 Support: Ool  thru  Rebid   
 Card-showing  Min. Offshape T/O

**SIMPLE OVERCALL**  
 1-level 7 to 16 HCP (usually)  
 Often 4 cards  Very light style   
**Responses**  
 New Suit: Forcing  NF Const  NF   
 Jump Raise: Forcing  Inv  Weak   
 Jump Qbid: 6-11 +4 cards support

**JUMP OVERCALL**  
 Strong  Intermediate  Weak

**OPENING PREEMPTS**  
 Sound  Light  Very Light   
 3/4-bids   
 Conv / Resp

**DIRECT CUEBID**  
 Over: Minor  Major   
 Natural   
 Strong T/O   
 Michaels

**SLAM CONVENTIONS** Gerber  4NT: Blackwood  RKC  1430   
 Specific Kings  
 2 = 14 P=13 cheapest 2 without next 2 with  
 vs. Interference: DOP1  DEPO  Level 5  ROP1

**LEADS** (click card led, if not in bold)  
 versus Suits  

E X	x x x x	x x	x x x x
S x	x x x x	x x x	x x x x
A K x	10 9 x	A K J x	A Q J x
K Q x	K J 10 x	A J 10 9	A 10 8 8
Q J x	K 10 9 x	K Q J x	K Q 10 9
J 10 x	Q 10 9 x	Q J J x	Q 10 8 8
K Q 10 9		J 10 9 x	10 9 8 x

 versus Notrump  

x x x	x x x x
x x x	x x x x
A Q J x	A Q J x
A 10 8 8	A 10 8 8
K Q 10 9	K Q 10 9
Q 10 8 8	Q 10 8 8
J 10 9 x	10 9 8 x

**Length Leads:**  
 4th Best vs Suits  vs NT   
 3rd/5th Best vs Suits  vs NT   
 3rd and Low Attitude vs NT   
 Primary signal to partner's leads  
 Attitude  Count  Suit Preference

**NOTRUMP OVERCALLS**  
 Direct: 15 to 16 Systems on   
 Conv.  
 Balance: 11 to 14  
 Jump to 2NT: Minors  2 Lowest   
 Conv.

**DEFENSE VS NOTRUMP**  
 vs: \_\_\_\_\_  
 2+ D or Min \_\_\_\_\_  
 2+ Transfer to H \_\_\_\_\_  
 2+ Both majors \_\_\_\_\_  
 2+ Spades \_\_\_\_\_  
 Dbl Penally \_\_\_\_\_  
 Over: 2NT = trans. to C  
 3C = both minors 3S = 4M + 6D

**OVER OPP'S T/O DOUBLE**  
 New Suit Forcing: 1-level  2-level   
 Redouble implies no fit   
 2NT Over Limit + Limit Weak   
 Majors   
 Minors   
 Over: 1m + (X) + 3m = invitational

**VS OPENING PREEMPT DOUBLES**  
 Takeout  2nd Hearts \_\_\_\_\_ Penalty   
 Conv. Takeout: \_\_\_\_\_  
 Lebensohl 2NT Response   
 Over: Top + Bottom Q-bids

**DEFENSIVE CARDING**  
 vs Suits vs NT  
 Standard    
 Except  (Rev. Smith)  
 Upside-Down Count    
 Upside-Down Attitude    
**FIRST DISCARD**  
 Levinthal    
 Odd/Even    
**OTHER CARDING**  
 Smith Echo    
 Trump Suit Pref.    
 Fester Echo

**NAMES/Mackay - Ruiz**  
**GENERAL APPROACH**

2/1  
 Two Over One: Game Forcing  Game Forcing Except When Suit Rebid   
 VERY LIGHT: Openings  2nd Hand  Overcalls  Preempts   
 FORCING OPENING: 14  24  Natural 2 Bids  Other

**NOTRUMP OPENING BIDS**  
 1NT \_\_\_\_\_  
 15 to 17 \_\_\_\_\_  
 to \_\_\_\_\_  
 5-Card Major Common   
 System On Over 2 and 2C \_\_\_\_\_  
 24 Stayman  Puppet   
 2+ Transfer to v   
 Forcing Stayman   
 2+ Transfer to s   
 2+ Transfer to club \_\_\_\_\_  
 2NT trans to D or 5S \_\_\_\_\_  
 3+ 5-minors invt. \_\_\_\_\_  
 3+ 5-minors GF \_\_\_\_\_  
 3+ 5-5 majors invt. \_\_\_\_\_  
 3+ 5-5 majors GF \_\_\_\_\_  
 2NT 20 to 21  
 Puppet Stayman   
 Transfer Responses:  
 Jacoby  Texas   
 3+ = forces 3NT  
 Smolen  
 3NT to \_\_\_\_\_  
 Gambling 4NT-7 or 8  
 Conventional NT Openings  
 5C-7 cards

**MAJOR OPENING**  
 Expected Min. Length 4 5  
 1st/2nd    
 3rd/4th    
**MINOR OPENING**  
 Expected Min. Length 4 5 NF 0-2 Conv.  
 14      
 1+

**RESPONSES**  
 Double Raise: Force  Inv.  Weak   
 Alter Overcall: Force  Inv.  Weak   
 Conv. Raise: 2NT  3NT  Splinter   
 Other short help suit game tries  
 1NT: Forcing  Semi-forcing   
 2NT: Forcing  Inv.  to \_\_\_\_\_  
 3NT: to \_\_\_\_\_  
 Drury : Reverse  2-Way  Fit   
 Other 3-Way Drury \_\_\_\_\_  
**RESPONSES**  
 Double Raise: Force  Inv.  Weak   
 Alter Overcall: Force  Inv.  Weak   
 Forcing Raise: J/S in other minor   
 Single raise  Other: \_\_\_\_\_  
 Frequently bypass 4+   
 1NT/14-5 to 10  
 2NT: Forcing  Inv.  10 to 12+  
 3NT: 13 to 15  
 Other Splinters \_\_\_\_\_

**DESCRIBE**  
 2+ to HCP \_\_\_\_\_  
 Strong  Other   
 2+ Response: Neg  Waiting  0-1 control  
 2+ 5 to 11 HCP  
 Natural: Weak  Intermediate  Strong  Conv   
 2+ 5 to 11 HCP  
 Natural: Weak  Intermediate  Strong  Conv   
 2+ 5 to 11 HCP  
 Natural: Weak  Intermediate  Strong  Conv

**OTHER CONV CALLS:** New Minor Forcing  2-Way NMF  2-Way CBS 2NT = 3C  
 Weak jump shifts: In Comp.  Not In Comp.  by unpassed hand  
 4th Suit Forcing: 1 Round  To Game   
 Fit showing jumps by passed hand and in competition  
 Fit showing jumps by passed hand

**SPECIAL CARDING  PLEASE ASK**