After Overcall: Penalty	Direct: 15 to 18 Systems on	NAMES Neil Kimelman- paul Thurston  GENERAL APPROACH  KIMTHUR  Two Over One: Game Forcing ■ Game Forcing Except When Suit Rebid □  VERY LIGHT: Openings□ 3rd Hand□ Overcalls□ Preempts□	
Negative       thru       3s         Responsive       : thru       4d       Maximal         Support:       Dbl.       thru       2       Redbl         Card-showing       Min.       Offshape       T/O	Conv. ☐		
SIMPLE OVERCALL  1 level 8 to + HCP (usually) often 4 cards very light style Responses  New Suit: Forcing NFConst NF  Jump Raise: Forcing Inv. Weak  JumpQ=4limit	DEFENSE VS NOTRUMP           vs:         weak         strong           2♣ majors         majors           2♠ 1 major         1 major           2♥ H+m         H+m           2♠ S+m         S+m           Dbl: equiv+         4M 5+m           Other 2NT= weak 1 minor           3m = invites 3NT	NOTRUMP OPENING BIDS   1NT	
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 □	Forcing Stayman ■ Smolen □  2 ▼ Transfer to ♠ □  2 ♠ natural Neg. Double ■  2NT invite Other:	FA_denies) Conventional NT Openings gambling 3NT
OPENING PREEMPTS Sound Light Very Light	2NT Over Limit+ Limit Weak Majors □ □	MAJOR OPENING	MINOR OPENING
3/4-bids □ ■ □ Conv./Resp.	Minors	Expected Min. Length 4 5 1st/2nd $\square$ $\blacksquare$ 3rd/4th $\square$	Expected Min. Length 4 3 0-2 Conv. 1 ♣ □ ■ □ □ 1 ◆ □ □ □
OVER: Minor Major Natural	VS Opening Preempts Double Is Takeout ■ thru Penalty □ Conv. Takeout: Lebensohl 2NT Response ■ Other:	RESPONSES  Double Raise: Force ☐ Inv. ☐ Weak ■  After Overcall: Force ☐ Inv. ☐ Weak ■  Conv. Raise: 2NT ■ 3NT ■ Splinter ■  Other: Bergen 3C & 3D  1NT: Forcing ■ Semi-forcing ■ PH	RESPONSES  Double Raise: Force ☐ Inv. ■ Weak ☐  After Overcall: Force ☐ Inv. ☐ Weak ■  Forcing Raise: J/S in other minor ■  Single raise ☐ Other:  Frequently bypass 4+ ◆ ■
vs Interference: DOPI■ DEPO□ Level: ROPI□		2NT: Forcing ■ Inv. □to 3NT:15to17 Drury ■ : Reverse ■ 2-Way ■ Fit ■	1NT/1♣ <u>8 to 10</u> 2NT Forcing Inv. □ <u>13 to 14</u> 3NT: <u>15 to 17</u>
LEADS (circle card led, if not in bold)  versus Suits   versus Notrump   DEFENSIVE CARDING  vs SUITS vs NT		Other: HSGT	Other 2H=11-12 balanced, 2S=WJS
X X	X   Standard:	2♣to HCP Strong Other □ 2♦ Resp: Neg Waiting ■	SCRIBE RESPONSES/REBIDS  2H=auto second neg
K Q x       K J T x       A J T 9       A T 9         Q J x       K T 9 x       K Q J x       K Q T         J T 9       Q T 9 x       Q J T x       Q T 9         K Q T 9       J T 9 x       T 9 x	Upside-Down: count attitude  FIRST DISCARD	2 ♦5_to11_ HCP  Natural: Weak Intermediate Strong   2 ♥5_to11_ HCP  Natural: Weak Intermediate Strong   Strong	feat-with max  Conv. □ 2NT Force New Suit NF□
LENGTH LEADS:  4th Best vs SUITS ■ vs NT  3rd/5th Best vs SUITS □ vs NT  Attitude vs NT		2 ♠ _5_to11 HCP  Natural: Weak ■ Intermediate □ Strong □  OTHER CONV. CALLS: New Minor	r Forcing: ☐ 2-Way NMF ☐
Primary signal to partner's lead Attitude ■ Count ■ Suit preference SPECIAL CARDING	Smith Echorev □ ■ Trump Suit Pref. □	Weak Jump Shifts: In Comp. ☐ Not in ( 4th Suit Forcing: 1 Rd. ☐ Game ■	Comp. ■ 2S/1m