

SPECIAL DOUBLES
 After Overcall: Penalty 4h
 Negative thru 4h
 Responsive : thru 3s Maximal
 Support: Dbl thru 2h Redbl
 Card-showing Min. Offshape T/O
 4th suit _____

NOTRUMP OVERCALLS
 Direct: 15 to 18 Systems on
 Conv.
 Balancing: 11 to 17
 Jump to 2NT: Minors 2 Lowest
 Conv.

NAMES S Culham and K Fung



GENERAL APPROACH

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 + HCP (usually)
 often 4 cards very light style
Responses
 New Suit: Forcing NFConst NF
 Jump Raise: Forcing Inv. Weak
 splinter (3 level) or weak (2 level)

DEFENSE VS NOTRUMP
 vs: suction _____
 2♣ D or M _____
 2♦ H or s+c _____
 2♥ S or m _____
 2♠ C or d/h _____
 Dbl: penalty _____
 Other: _____

NOTRUMP OPENING BIDS
 1NT 14+ to 17
 3♣ puppet
 3♦ 5+5+m GF
 3♥ 3-1-(5)(4)-(4)(5)
 3♠ 1-3-(5)(4)-(4)(5)
 5-card Major common
 System on over 2C
 2♣ Stayman Puppet
 2♦ Transfer to ♥ 4♦ 4♥ Transfer
 Forcing Stayman Smolen
 2♥ Transfer to ♠ Lebensohl (fast denies)
 2♠ range ask or C
 Neg. Double
 2NT D or wk c/d Other: _____

2NT 20 to 21
 Puppet Stayman
Transfer Responses:
 Jacoby Texas
 3♠ forces 3NT
 3NT _____ to _____
 gambling 1/2 to play 3/4

JUMP OVERCALL
 Strong Intermediate Weak
 2NT asks shortness _____

OVER OPP'S T/O DOUBLE
 New Suit Forcing: 1 level 2 level
 Jump Shift: Forcing Inv. Weak
 Redouble implies no fit
 2NT Over Limit+ Limit Weak
 Majors
 Minors
 Other: _____

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

VS Opening Preempts Double Is
 Takeout thru 4h Penalty
 Conv. Takeout: _____
 Lebensohl 2NT Response
 Other: _____

MAJOR OPENING
 Expected Min. Length 4 5
 1st/2nd
 3rd/4th
RESPONSES
 Double Raise: Force Inv. Weak
 After Overcall: Force Inv. Weak
 Conv. Raise: 2NT 3NT Splinter
 Other: _____
 1NT: Forcing Semi-forcing
 2NT: Forcing Inv. _____ to _____
 3NT: _____ to _____
 Drury: Reverse 2-Way Fit
 Other: _____ navy game try

MINOR OPENING
 Expected Min. Length 4 3 0-2 Conv.
 1♣
 1♦
RESPONSES
 Double Raise: Force Inv. Weak
 After Overcall: Force Inv. Weak
 Forcing Raise: J/S in other minor
 Single raise Other: gf
 Frequently bypass 4+♦
 1NT/1♣ 7-10 to _____
 2NT Forcing Inv. 11 to 12
 3NT: 13 to 15
 Other: wjs (0-5)

DIRECT CUEBID
 OVER: Minor Major
 Natural
 Strong T/O
 Michaels

SLAM CONVENTIONS Gerber : 4NT: Blackwood RKC 1430

vs Interference: DOPI DEPO Level: _____ dips/rips _____ ROPI

LEADS (circle card led, if not in bold)
 versus Suits versus Notrump

(X) X	x(X)(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	

DEFENSIVE CARDING
 vs SUITS vs NT
 Standard:
 Except
 Upside-Down: count
 attitude

LENGTH LEADS:
 4th Best vs SUITS vs NT
 3rd/5th Best vs SUITS vs NT
 Attitude vs NT

FIRST DISCARD
 Lavinthal
 Odd/Even

Primary signal to partner's leads
 Attitude Count Suit preference

OTHER CARDING
 Smith Echo
 Trump Suit Pref.
 Foster Echo

SPECIAL CARDING **PLEASE ASK**

DESCRIBE RESPONSES/REBIDS

2♣ 22 to + HCP Strong <input type="checkbox"/> Other <input type="checkbox"/> 2♦ Resp: Neg <input type="checkbox"/> Waiting <input type="checkbox"/>	controls _____	
2♦ 5 to 10 HCP Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/>	
2♥ 5 to 10 HCP Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/>	
2♠ 5 to 10 HCP Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	2NT Force <input checked="" 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. splinters
 4th Suit Forcing: 1 Rd. Game
 anti flannery anti mikes unusual vs unusual