

SPECIAL DOUBLES
 After Overcall: Penalty _____
 Negative thru 4H
 Responsive: thru 4H _____ Maximal
 Support: Dbl thru 2H _____ Rdbl
 Card-showing Min. Offshape T/O
 Rozencrantz

SIMPLE OVERCALL
 1-level 7 to 18 HCP (usually)
 Often 4 cards Very light style
Responses
 New Suit: Forcing NFConst NF
 Jump Raise: Forcing Inv. Weak

JUMP OVERCALL
 Strong Intermediate Weak

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

DIRECT CUEBID
 Over: Minor Major
 Strong T/O
 Michaels

SLAM CONVENTIONS Gerber 4NT: Blackwood RKC 1430
 5NT - specific kings

vs. Interference: DOPI DEPO Level: _____ ROPI

LEADS (click card led, if not in bold)		DEFENSIVE CARDING	
versus Suits	versus Notrump	vs Suits vs NT	
x x	x x 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	10 9 x	A K J x	A Q J x
K Q x	K J 10 x	A J 10 9	A 10 9 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 10 x	Q 10 9 8
K Q 10 9	J 10 9 x	10 9 8 x	

Length Leads:
 4th Best vs Suits vs NT
 3rd/5th Best vs Suits vs NT
 Attitude vs NT

OTHER CARDING
 Smith Echo
 Trump Suit Pref.
 Foster Echo

SPECIAL CARDING PLEASE ASK

NAMES Kathie Macnab

GENERAL APPROACH
 2/1 Kathie & Elizabeth
 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

NOTRUMP OPENING BIDS
 1NT 15 to 17
 3♣ Puppet
 3♠ slammish
 3♥ slammish
 3♠ " _____
 5-Card Major Common
 System On Over Dbl/ 2C
 2♣ Stayman Puppet
 2♦ Transfer to ♥ Forcing Stayman
 2♥ Transfer to ♠
 2♠ Transfer to C _____
 2NT Transfer to D _____

2NT 20 to 21
 Puppet Stayman
Transfer Responses:
 Jacoby Texas
 3♠ MMS _____
 3NT _____ to _____
 Gambling _____
Conventional NT Openings

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: 2NT - 6 1/2 losers 3NT 7L
 1NT: Forcing Semi-forcing
 2NT: Forcing Inv. _____ to _____
 3NT: _____ to _____
 Drury Reverse 2-Way Fit
 Other: Bergen Raises _____

MINOR OPENING
 Expected Min. Length 4 3 NF 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: criss cross mino _____
 Frequently bypass 4+♦
 1NT/1♣: 8 to 10
 2NT: Forcing Inv. 11 to 12
 3NT: 13 to 15
 Other: _____

DESCRIBE	RESPONSES/REBIDS
2♣ 22 to + HCP Flannery (4-5-X-X) Strong <input checked="" type="checkbox"/> Other <input type="checkbox"/> 2♦ Response: Neg <input type="checkbox"/> Waiting <input checked="" type="checkbox"/>	2H = NO A or K
2♦ 11 to 15 HCP Flannery (4-5-X-X) Natural: Weak <input checked="" type="checkbox"/> Intermediate <input checked="" type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/>	discrube 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"/>	Ogust 3D=GH/BS 2NT Force <input 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 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. Major / minor only _____
 4th Suit Forcing: 1 Round To Game NPH _____
 Unusual vrs unusual Sandwich NT _____