SPECIAL DOUBLES	NOTRUMP OVERCALLS Direct: <u>15</u> to <u>18</u> Systems on	NAMES J DAVID ADLER 4449592		SOLE WINDOW
Negative■ thru4♥ Responsive■ : thru4♥_ Maximal■	Conv.□ Balancing: 10 to 15 Jump to 2NT: Minors□ 2 Lowest■ Conv.□ DEFENSE VS NOTRUMP	GENERAL APPROACH         2 over 1         Two Over One: Game Forcing I Game Forcing Except When Suit Rebid I         VERY LIGHT: Openings 3rd Hand Overcalls Preempts         FORCING OPENING: 1♣ 2♣ Natural 2 Bids Other		
Support: Dbl.■ thru _2♥_Redbl■         Card-showing■ Min. Offshape T/0□				
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■ jump cue=mixed raise	vs:StrongWeak $2 \bigstar \bigstar + major$ $\Psi + \bigstar$ $2 \bigstar \circlearrowright + major$ $\bullet$ $2 \bigstar natural$ $\Psi$ $2 \bigstar natural$ $\bigstar$ Dbl:ssm or $\Psi + \bigstar$ Other MeckwellLandy	NOTRUMP OPENING BIDS         1NT       3♣ Puppet         _14+to       17        to       3♦ GF 5/5 MINORS         5-card Major common       3♥ INV 5/5 MAJORS         System on over       X, 2C         2♣ Stayman       Puppet□		2NT       20       to       21         Puppet Stayman       Image: Comparison of the state of
JUMP OVERCALL Strong Intermediate Weak ■	OVER OPP'S T/O DOUBLE New Suit Forcing: 1 level ■ 2 level ■	2 ◆ Transfer to ♥ ■ Forcing Stayman □ 2 ♥ Transfer to ♠ ■ Lebensohl ■ ( <u>Fast_denies</u>		gambling SEATS 1+2 Conventional NT Openings
	Jump Shift: Forcing □ Inv. □Weak ■ Redouble implies no fit ■	2 ♠ transfer to ♣ Neg. Double 2NT transfer to ♦ Other:	■:	
OPENING PREEMPTS Sound Light Very Light	2NT Over Limit+ Limit Weak	MAJOR OPENING	l I	AINOR OPENING
3/4-bids	Majors	Expected Min. Length 4 5	Expected N	NF Iin. Length 4 3 0–2 Conv.
Conv./Resp. <u>VUL NONVUL</u>	Other	1st/2nd	1 🐥	
DIRECT CUEBID	VS Opening Preempts Double Is	3rd/4th	1 ♦	□ ■ □ □ RESPONSES
OVER: Minor Major Natural	Takeout ■ thru <u>4</u> ▲ Penalty □	Double Raise: Force Inv. Weak	Double Rais	e: Force Inv. Weak
Strong T/O	Conv. Takeout: Lebensohl 2NT Response	After Overcall: Force□ Inv.□ Weak■		
Michaels	Other:	Conv. Raise: 2NT	-	ise: J/S in other minor $\Box$
SLAM CONVENTIONS Gerber■: 4NT: Blackwood■ RKC■ 1430■ Specific Kings		Other: <u>Jacoby</u> 1NT: Forcing □ Semi-forcing ■		e■ Other: bypass 4+ ♦ ■
		2NT: Forcing ■ Inv.□to		<u>6</u> to <u>10</u>
vs Interference: DOPI■ DEPO■ Level: <u>5 of trump suit+</u> ROPI□		3NT:to	2NT Forcin	g□ Inv.■ <u>11</u> to <u>12</u>
		Drury Crewerse 2-Way Fit 3NT: 13 to 15 Other: MODIFIED BERGEN, 3M=nixed raise 3C=3 cards invite+, 3d=4cards invite		
LEADS (circle card led, if not in bold versus Suits   versus Notru	, OLUTO UN NT	Uther: $3C=3$ cards invite+, $3d=4card$	ls invite	ted minors all seats. off in comp
versus Suits versus Notru X X X X X X X X X X X X X	$\mathbf{v}$ Standard: $\Box$	to HCP	ESCRIBE	RESPONSES/REBIDS
$x \times \mathbf{X} = x \times \overline{\mathbf{X}} \times \mathbf{X} \times X$	X X		ong, ART	
$A K x  \textcircled{1} 9 x  A ( \cancel{k} ) J x  A ( \cancel{k} )$	J x	2♦ Resp: Neg 🗆 Waiting 🗖		double negative
Řío, x KJ(T) x AJ(T)9 AŤ(§ Q) J x KT(9) x (Řío, J x KQ0) T		2 • <u>6 to 11</u> HCP		Feature
$\mathbf{J}$ T9 Q <b>T</b> (9)x $\mathbf{Q}$ JTx Q <b>T</b> (9)		Natural: Weak Intermediate Strong	Conv.	2NT Force New Suit NF
<b>К</b> ) Q Т 9 ( <b>Ј</b> ) Т 9 х ( <b>Т</b> ) 9 х	x	2♥ <u>6</u> to <u>11</u> HCP		Feature
LENGTH LEADS:	FIRST DISCARD	Natural: Weak		2NT Force New Suit NF
4th Best vs SUITS□ vs N		2 A HCP		Feature     2NT Force   New Suit NF
3rd/5th Best vs SUITS■ vs NT		Natural: Weak ■ Intermediate □ Strong		
Attitude vs NT□       OTHER CARDING       OTHER CONV. CALLS: New Minor Forcing: ■ 2-Way NMF■         CODED 10,9 JOURNALIST LEADS       Smith Echo       □       Weak Jump Shifts: In Comp. ■ Not in Comp. ■				∠-wdy INIVIF
Primary signal to partner's leads Trump Suit Pref.			ual	
Attitude Count Suit preference	unt Suit preference Foster Echo International Suit Preference Section State Section 2NT = SPIRAL/3,3,4,4/min,min,max,max			
SPECIAL CARDING		2NT = SPIRAL/3,3,4,4/min,min,ma	ax,max	