SPECIAL DOUBLES	NOTRUMP OVERCALLS	NAMES2/1 GIB CC		
After Overcall: Penalty 🗌	Direct: 15 to 18 Systems on ✓	GENERAL APPROACH		
Negative ☑ thru3♠ Conv2		2/1 Game forcing		
Responsive: ☑ thru3♠ Maximal ☑ Balance: 11 to 15		Two Over One: Game Forcing ☑ Game Forcing Except When Suit Rebid ☐		
upport: Dbl ☑ thru2★ Rdbl ☑ Jump to 2NT: Minors □ 2 Lowest ☑ VERY LIGHT: Openings □ 3rd Hand □ Overcalls □ Preempts □				
Card-showing ☐ Min. Offshape T/O ☐ Conv. FORCING OPENING: 1♣ ☐ 2♣ ☑ Natural 2 Bids ☐ Other ☐				
Take out through 4♥ DEFENSE VS NOTRUMP		NOTRUMP OPENING BIDS		
SIMPLE OVERCALL	vs: Strong 1NT Weak 1NT	1NT 3	8	2NT 20 to 21
1-level <u>6</u> to <u>16</u> HCP (usually)	2♠ 1 suit 1 suit	15 to 17	s♦ splinter, short ♦	Puppet Stayman ✓
Often 4 cards 🗹 Very light style 🗌	2  Majors  Majors	<del></del>	s♥ splinter, short ♥	Transfer Responses:
Responses	2♥ ♥+minor ♥+minor	<del></del>	<del>'</del>	-
New Suit: Forcing ☐ NFConst ☑ NF ☐	2♠ ♠+minor ♠+minor	_	se splinter, short	Jacoby 🗸 Texas 🗸
Jump Raise: Forcing ☐ Inv. ☐ Weak ☑	Dbl Penalty Penalty	System On OverDbl		3 <u>♠</u> MSS (GF)
Cuebid is 1-round force	Other: Cappelletti/Landy	2♣ Stayman ☑ Puppet □		Smolen
JUMP OVERCALL		2♦ Transfer to ♥ ☑ 4	♦, 4♥ Transfer ☑	3NT <u>25</u> to <u>27</u>
Strong 🔲 Intermediate 🗀 Weak 🛂	OVER OPP'S T/O DOUBLE		Smolen 🗸	
	New Suit Forcing: 1-level <b>☑</b> 2-level ☐ Redouble implies no fit ☐	2♥ Transfer to ♠ ✓ Log MSS N	ebensoni 🗹 ( tast denies)	Conventional NT Openings
OPENING PREEMPTS	2NT Over Limit + Limit Weak	2€ 1//33 2NT->3♣	legative Double 🗌	
Sound Light Very Light	Majors			
3/4-bids □ 🔽 □	Minors	MAJOR OPENING		OR OPENING
Conv./Resp.	Other: Weak jump raise	Expected Min. Length 4 5	Expected Min. Leng	
DIRECT CUEBID	VS OPENING PREEMPT DOUBLE IS	1st/2nd □ <b>☑</b>	1♣	
Over: Minor Major	Takeout ✓ thru3♠ Penalty □	3rd/4th □ 🔽	1♦	
Natural	Conv. Takeout:	RESPONSES		ESPONSES
Strong T/O ☐ Lebensohl 2NT Response ☐		Double Raise: Force ☐ Inv. ☑ Weak ☐	Double Raise: Force Inv. Weak	
Michaels  Natural if 2 suits have been bid  Other: 2NT Overcall = 16-19		After Overcall: Force Inv. Weak	After Overcall: Force ☐ Inv. ☐ Weak ☑ Forcing Raise: <mark>J/S in other mino</mark> r ☐	
Natural if 2 suits have been bid Other: HCP		Conv. Raise: 2NT	Forcing Raise: J/S in other minor ☐  Single raise ♥ Other: Inverted minors	
SLAM CONVENTIONS Gerber □ 4NT: Blackwood □ RKC ☑ 1430 ☑		Other: Jacoby 2NT		
RKC1430		1NT: Forcing ✓ Semi-forcing ☐ 2NT: Forcing ✓ Inv. ☐ to	Frequently bypass 4 1NT/1 <b>♣</b> :6 to10	+♦ 🗆
		3NT:13 to15		<b>2</b> 11 to 12
vs. Interference: DOPI DEPO Level:5 ROPI ROPI		Drury : Reverse : 2-Way : Fit :	2NT: Forcing	
LEADS (click card led, if not in bold) DEFENSIVE CARDING		Other: MULTI	Other:	
versus Suits versus Notrump vs Suits vs NT				
	ndard:	DESCRIBE		NSES/REBIDS
XXX XXXXX XXX XXXX Exce	ept	2♣22to HCP_Or 9+ tricks	2NT Respo	nse Positive
AKX 109X AKJX AQJX		Strong Other		
	side-Down Count	2♦ Response: Neg ☐ Waiting ☑ Denies go		
	ide-Down Attitude	2 to 11 HCP Normally good 6-card s		asks feature
	ST DISCARD	Natural: Weak ☑ Intermediate ☐ Strong ☐		✓ New Suit NF
Lav.	nthal 🗌 🗎	2♥5 to 11 HCP Normally good 6-card suit		asks feature
		Natural: Weak ☑ Intermediate ☐ Strong ☐ Conv ☐ 2NT Force ☑ New Suit NF ☐		
3rd/5th Best vs Suits vs NT OTHER CARDING		2 solution 1		
Attitude vs NT Smit				
Primary signal to partner's leads Trump Suit Pref.				
Attitude Count Z Suit Preference Foster Echo		Veak jump shifts: In Comp. ☑ Not In Comp. □		
	Hth Suit Forcing: 1 Round ☐ To Game ✓			
		Strong jumpshifts (17+ good suit) BERGEN - RUBENSHOL		
]	DERGEN - KUBENSHUL			

Software by Bridge Base Online, LLC. - www.bridgebase.com

https://www.bridgebase.com/v3/