

## SPECIAL DOUBLES

After Overcall: **Penalty** ☐   
 Negative ☒ thru 4♥   
 Responsive ☐ : thru          Maximal ☐   
 Support: Dbl. ☒ thru 2♠ Redbl ☒   
 Card-showing ☒ Min. Offshape T/O ☒

## SIMPLE OVERCALL

1 level 7 to 15 HCP (usually)   
 often 4 cards ☐ very light style ☐   
**Responses**   
 New Suit: Forcing ☐ NF Const ☒ NF ☐   
 Jump Raise: Forcing ☐ Inv. ☐ Weak ☒   
 Cuebid = Forcing.

## JUMP OVERCALL

Strong ☐ Intermediate ☒ Weak ☒

## OPENING PREEMPTS

Sound Light Very Light   
 3/4-bids ☒ ☒ ☐   
 Conv./Resp. 4♣=Dist. Asking (NLMH)

## DIRECT CUEBID

OVER: Minor Major   
 Natural ☒ ☐   
 Strong T/O ☐ ☐   
 Michaels ☒ ☒   
1♣=2♦=2 Major

**SLAM CONVENTIONS** Gerber ☐: 4NT: Blackwood ☐ RKC ☒ 1430 ☒   
 Specified Kings reply along with Q asking.

vs Interference: DOPI ☒ DEPO ☐ Level:          ROPI ☒

## LEADS (circle card led, if not in bold)

versus Suits	versus Notrump
<b>(X)X</b> x x <b>(X)X</b>	<b>(X)X</b> x <b>(X)X</b>
x x <b>(X)</b>	x x <b>(X)X</b>
<b>(A)K</b> x <b>(1)9</b> x	<b>(A)K</b> J x <b>(A)1</b> J x
<b>(K)Q</b> x <b>(K)1</b> T x	<b>(A)Q</b> T 9 <b>(A)1</b> 9 x
<b>(1)J</b> x <b>(K)1</b> 9 x	<b>(K)Q</b> J x <b>(K)Q</b> T 9
<b>(J)T</b> 9 <b>(Q)1</b> 9 x	<b>(1)J</b> T x <b>(Q)1</b> 9 x
<b>(K)Q</b> T 9	<b>(J)T</b> 9 x <b>(1)9</b> x x

## LENGTH LEADS:

4th Best vs SUITS ☐ vs NT ☒   
 3rd/5th Best vs SUITS ☒ vs NT ☐   
 Attitude vs NT ☒

## Primary signal to partner's leads

Attitude ☒ Count ☒ Suit preference ☐

## SPECIAL CARDING

## NOTRUMP OVERCALLS

Direct: 15 to 17 Systems on ☒   
 Conv. ☐   
 Balancing: 11 to 14   
 Jump to 2NT: Minors ☐ 2Lowest ☐   
 Conv. ☒ Highest & Lowest

## DEFENSE VS NOTRUMP

vs:	2nd Seat	4th Seat
2♣	Single Suit	Natural
2♦	♠ & ♥	Natural
2♥	♥ & Minor	Natural
2♠	♠ & Minor	Natural
Dbl:	Equivalent	9+ pts
Other	2NT = ♦ & ♣	3/4 Any = NF

## 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 Capp. over Majors

## VS Opening Preempts Double Is

Takeout ☒ thru 4♥ Penalty ☐   
 Conv. Takeout: 4♦/♣=5♦/♣+5OM   
 Lebensohl 2NT Response ☒   
 Other: 4♣=5♣+5MJ, 4♦=2 Mjs

## DEFENSIVE CARDING

Standard: ☐ ☐   
 Except ☐

Upside-Down:   
 count ☒ ☒   
 attitude ☒ ☒

## FIRST DISCARD

Lavinthal ☒ ☒   
 Odd/Even ☐ ☐

## OTHER CARDING

Smith Echo ☒ ☒   
 Trump Suit Pref. ☐ ☐   
 Foster Echo ☐ ☐

## PLEASE ASK

## NAMES

Nicole El Zir & Khaled Hassan

## GENERAL APPROACH

2/1 GF, 5542.

**Two Over One:** Game Forcing ☒ Game Forcing Except When Suit Rebid ☐   
**VERY LIGHT:** Openings ☐ 3rd Hand ☒ Overcalls ☐ Preempts ☒   
**FORCING OPENING:** 1♣ ☐ 2♣ ☒ Natural 2Bids ☐ Other ☒ 2♦

## NOTRUMP OPENING BIDS

1NT 15 to 17   
15 to 17   
 5-card Major common ☒   
 System on over   
 2♣ Stayman ☒ Puppet ☐ 3NT = xx   
 2♦ Transfer to ♥ ☒   
 Forcing Stayman ☒   
 2♥ Transfer to ♠ ☒   
 2♠ ♣   
 2NT ♦   
 3♣ Slam Trial   
 3♦ Slam Trial   
 3♥ Slam Trial   
 3♠ Slam Trial   
 4♦, 4♥ Transfer ☒   
 Smolen ☒   
 Lebensohl ☒ (         denies)   
 Neg. Double ☒ Values   
 Other:         

2NT 20 to 22

Puppet Stayman ☒

## Transfer Responses:

Jacoby ☒ Texas ☒

3♠ Minor/s

3NT(R) or 4♣

3NT          to         

## Conventional NT Openings

## MAJOR OPENING

Expected Min. Length	4	5
1st/2nd	<input type="checkbox"/>	<input checked="" type="checkbox"/>
3rd/4th	<input type="checkbox"/>	<input checked="" type="checkbox"/>

## RESPONSES

Double Raise: Force ☐ Inv. ☐ Weak ☒   
 After Overcall: Force ☐ Inv. ☐ Weak ☒   
 Conv. Raise: 2NT ☒ 3NT ☒ Splitter ☒   
 Other:            
 1NT: Forcing ☒ Semi-forcing ☐   
 2NT: Forcing ☒ Inv. ☐ 13 to 29   
 3NT: 13 to 15   
 Drury ☒: Reverse ☐ 2-Way ☐ Fit ☒   
 Other: Cuebid = limitbid or better

## MINOR OPENING

Expected Min. Length	4	3	NF 0-2 Conv.
1♣	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
1♦	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

## RESPONSES

Double Raise: Force ☐ Inv. ☐ Weak ☒   
 After Overcall: Force ☐ Inv. ☐ Weak ☒   
 Forcing Raise: J/S in other minor ☐   
 Single raise ☒ Other: Inverted   
 Frequently bypass 4+♦ ☒   
 1NT/1♣ 7 to 10   
 2NT Forcing ☐ Inv. ☒ 10 to 11   
 3NT: 13 to 15   
 Other Cuebid = limitbid or better

## DESCRIBE

## RESPONSES/REBIDS

2♣ <u>18</u> to <u>37</u> HCP Strong <input checked="" type="checkbox"/> Other <input type="checkbox"/> 2♦ Resp: Neg <input type="checkbox"/> Waiting <input checked="" type="checkbox"/>	2♥ = 0-3 pts 2♠/2NT/3♣/3♦ = ♣/♦/♥/♠
2♦ <u>7</u> to <u>11</u> HCP Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input checked="" type="checkbox"/>	2♥ = p/c, 2♠ = can play 4♥ 2NT Force <input checked="" type="checkbox"/> New Suit NF <input checked="" type="checkbox"/>
2♥ <u>7</u> to <u>11</u> HCP Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input checked="" type="checkbox"/>	2NT Force <input checked="" type="checkbox"/> New Suit NF <input checked="" type="checkbox"/>
2♠ <u>7</u> to <u>11</u> HCP Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input checked="" type="checkbox"/>	3♣/♦/♥ = Nat, NF 2NT Force <input checked="" type="checkbox"/> New Suit NF <input checked="" type="checkbox"/>

## OTHER CONV. CALLS: New Minor Forcing: ☒ 2-Way NMF ☐

Weak Jump Shifts: In Comp. ☒ Not in Comp. ☒ Weak

4th Suit Forcing: 1 Rd. ☐ Game ☒