SPECIAL DOUBLES After Overcall: Penalty□ Negative■ thru	NOTRUMP OVERCALLS Direct:15_to_18_Systems on ■ Conv.□	NAMES <u>Padon-Charlsen</u>	
Responsive ■ : thru <u>3</u> Maximal ■ Support: Dbl. ■ thru <u>2</u> Redbl ■ Card-showing □ Min. Offshape T/O □	Balancing: <u>11</u> to <u>14</u> Jump to 2NT: Minors 2 Lowest ■ Conv	L1to14	
SIMPLE OVERCALL 1 level_5_to_17_HCP (usually) often 4 cards□ very light style■ Responses New Suit: Forcing□ NFConst■ NF□ Jump Raise: Forcing□ Inv.□ Weak■	vs:	INT OPENING 1NT 11 3♣ puppet st	BIDS tayman ■ 2NT _22 to _23 Puppet Stayman ■ Transfer Responses: Jacoby ■ Texas □ 3 ▲ minors
JUMP OVERCALL Strong Intermediate Weak	OVER OPP'S T/O DOUBLE New Suit Forcing: 1 level ■ 2 level □ Jump Shift: Forcing □ Inv. □Weak ■ Redouble implies no fit ■	2 ◆ Transfer to ♥ ■ Forcing Stayman □ 2 ♥ Transfer to ♠ ■ 2 ♥ Transfer to ₱ ■ 2 ♥ Transf	denies) Conventional NT Openings
OPENING PREEMPTS Sound Light Very Light	2NT Over Limit+ Limit Weak Majors	MAJOR OPENING	MINOR OPENING
3/4-bids □ ■ ■ Conv./Resp. <u>very light nv\v</u>	Minors ■ □ □ Other	Expected Min. Length 4 5 1st/2nd	Expected Min. Length 4 3 0-2 Conv 1♣ □ ■ □ 1♦ □ □ □ □
DIRECT CUEBID OVER: Minor Natural Image: Convertion of the strength of the strenge strength of the strength of the strength o		RESPONSES RESPONSES Double Raise: Force Inv. Weak Double Raise: Force Inv. Weak After Overcall: Force Inv. Weak After Overcall: Force Inv. Weak Conv. Raise: 2NT 3NT Splinter Forcing Raise: J/S in other minor Other: 2+ good raise always Single raise Other: 1NT: Forcing Semi-forcing Frequently bypass 4+ <	
vs Interference: DOPI■ DEPO■ Level: ROPI□		3NT:to Drury□: Reverse□ 2-Way□ Fit□	2NT Forcing ■ Inv.□to 3NT:to
LEADS (circle card led, if not in bold versus Suitsversus Notrun $\mathbf{X} \mathbf{X} \mathbf{X} \mathbf{X} \mathbf{X} \mathbf{X} \mathbf{X}$ $\mathbf{X} \mathbf{X} \mathbf{X} \mathbf{X} \mathbf{X} \mathbf{X} \mathbf{X} \mathbf{X} $	np vs SUITS vs NT X Standard: X Except X X	Other: DEs 2 ♣ 18_toHCP HCP Strong ■ Other ■ 18-2	Other SCRIBE RESPONSES/REBIDS 1 bal or any GPM\3m to play opp bal
(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 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 9 X Upside-Down: count □ □ attitude ■ ■	2 ♦ Resp: Neg □ Waiting ■ 2 ♦to HCP bad V Natural: Weak □ Intermediate □ Strong □ 2 ♥8_to11_ HCP	W2M or GF bal Conv.■ 2NT Force■ New Suit NF□
К QТ9 Ј Т9х ()9(х	FIRST DISCARD	Natural: Weak	Conv. 2NT Force New Suit NF
LENGTH LEADS: 4th Best vs SUITS□ vs NT 3rd/5th Best vs SUITS■ vs NT Attitude vs NT	□ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □	2 ♠ 8_to_11_HCP Natural: Weak ■ Intermediate Strong OTHER CONV. CALLS: New Minor Weak Jump Shifts: In Comp. Not in (r Forcing:□ 2-Way NMF■
Primary signal to partner's lead Attitude■ Count□ Suit preference SPECIAL CARDING	ds Trump Suit Pref. ■		

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