LIST: C

SPECIAL DOUBLES		
Negative ⊠ thru 4♦	Maximal ⊠	
Responsive ⊠ thru 4♦		
Support Dbl ⊠ thru 2♥	Redbl ⊠	

NOTRUMP OVERCALLS	
Direct 15 to 18 System on ⊠	
Jump to 2NT 2 lowest ⊠ Minors □	
Balancing 11 to 15 Sys. on ⊠	
2NT Natural ⊠ 19 to 20 ->Sys.ON	
Sandwich 1NT ⊠ 1 or 2 suiter	

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GENERAL APPROACH
5 cards Major, Two over One = GF

SIMPLE OVERCALL	
1 level 8 to 17 HCP(usually)	
often 4 cards □ very light style □	
Responses	
New Suit F1 ⊠ NF Const □ NF □	
Jump Raise INV □ Weak ⊠	
Cuebid 3+ supp Jump Shift PRE	

DEFENSE VS NOTRUMP		
Vs	strong	weak
2♣	♣ + ♠	any 1 suiter
2♦	♦ + ♠	♥ + ♠
2♥	♥ + ♠	♥ + minor
2♠	♠	♠ + minor
Dbl	♥ (+ other)	PEN
Other	DONT at reopening position (vs strong)	

NOTRUMP OPENING BIDS

1NT	3♣ Puppet Stayman
(14⁺)15 to 17	3♦ 6⁺♦, INV
to	3♥ 3-1-4-5 / 3-1-5-4
5-card Major common ⊠	3♠ 1-3-4-5 / 1-3-5-4
2♣ Stayman ⊠	4♦,4♥ Texas Transfer ⊠
2♦ Transfer to ♥ ⊠	Smolen □
Forcing Stayman □	Lebensohl □
2♥ Transfer to ♠ ⊠	Neg Dbl 2level ⊠ 3level ⊠
2♠ Minos Suit Stayman (include ♦ signoff hand)	
2NT Puppet to 3♣	
System on over 2♣ Walsh Relay for ♦ slamish hand	

2NT 20 to 21	
Puppet Stayman □	
Jacoby ⊠ Texas ⊠	
Romex Stayman	
Walsh relay, MSS	
Neg Dbl ⊠	
3NT	
Solid minor ⊠	
4 level minor PRE □	
4♣=P/C, 4♦=short as	

JUMP OVERCALL		
Weak ⊠	Intermediate □	

PREEMPTS STYLE			
	Sound	light	very light
We VUL	⊠	□	□
NV vs NV	□	⊠	□
NV vs VUL	□	□	⊠

OVER OPP'S T/O DOUBLE			
New Suit Forcing 1 level ⊠ 2 level □			
Jump Shift Weak □ other 2♥=4♥+5♠			
Redouble denies strong fit			
2NT Over	Limit+	Limit	Weak
Majors	⊠	□	□
Minors	□	□	⊠
Other	1♣/1♦-2♠ = 5⁺ supp FG,1m-3m=Inv		
	1M-(x)-2♣/2♦=Inv/good raise		

MAJOR OPENING

	4+	5+
1st/2nd		⊠
3rd/4th	⊠	□

RESPONSES			
Double Raise FG □ INV □ Weak ⊠			
After Overcall INV □ Weak ⊠			
Conv. Raise 2NT □ 3NT ⊠good pre			
Splinter ⊠ 9 to 12 HCP			
Other 2M+1= 4⁺ supp, GF hand			
1NT Forcing □ Semi-forcing ⊠			
2NT to 3NT to			
Drury fit ⊠ 2-way □ 1♥→1♠ 5+ □			
Other 2M+2,3=Bergen, 3M-1=3 supp, inv			

MINOR OPENING

	4+	3+	2+	Other
1♣	□	⊠	□	□
1♦	□	⊠	□	□

RESPONSES			
Double Raise FG □ INV □ Weak ⊠			
After Overcall INV □ Weak ⊠			
Single Raise INV+ □ FG ⊠ NF □			
May bypass 5+♦ ⊠ Up the line □			
1♣→2♦ ♦ INV 1♦→3♣ ♣ INV			
2♥ 4♥ & 5♠ 5-8 2♠ minor supp, INV			
1♣→1NT 8 to 10 HCP			
2NT 11 to 12 3NT 13 to 15			
Other			

DIRECT CUEBID		
Michaels Major ⊠ Minor ⊠		
Strong T/O Major □ Minor □		
Natural ♣ □ ♦ □ Major □		
Other Jump Cue = Stopper asking		

vs Opening Preempts
Takeout Dbl. ⊠ thru 4♥
Conv. Takeout
Lebensohl 2NT Response ⊠
Other Leaping Michael

SLAM CONVENTIONS	
4NT Blackwood □ Gerber ⊠ 14/30/2/2	
RKCB □ 1430 ⊠ Q ASK: 1st=no Q, 2nd=Q but no side K, 3-5th=Q andLMH K	
Vs interference D(03) P(14), R(03) P(14) / D(even) P(odd) over 5 trump or higher	

DESCRIBE

2♣ 22 to HCP or STR hand
Strong ⊠ Natural □ Other □

2♦ 11 to 15 HCP
Weak □ Flannery ⊠ Other □

2♥ 6 to 10 HCP
Weak ⊠ Other □

2♠ 6 to 10 HCP
Weak ⊠ Other □

RESPONSES/REBIDS

2♦ waiting 2♥ NEG(0-3) 2NT 5+♥
Kokish

2NT=Asking: 3♣/3♦=3 cards
3♥=4522 mini, 3♠=4522 max

Ogust ⊠ Feature □	
New Suit NF □	

Ogust ⊠ Feature □	
New Suit NF □	

OTHER CONVENTIONAL CALLS
Namyats 4♣, 4♦ opening □
New Minor Forcing □ 2♣ Checkback □ 2-way New Minor Forcing □
4th Suit Forcing 1 Round □ Game ⊠ Weak Jump Shifts □
vs STR 1♣; Dbl = Ms, 1NT = ♣, 2♣=♣ & a major, 2♦=♦ and a major, 2NT=minor
1m – (1NT) – 2♣/2R/2♠/2NT = Ms/TRF/ms/puppet
1M – (1NT) – Natural
1m – (2m) – Dbl/2♥/2♠ = defensive/supp/om
XYZ convention

LEADS (circle card led, if not in bold)		
versus Suits	versus Notrump	

versus Suits		versus Notrump	
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	T(9)x	A K J x	A Q J x
K(9)x	K J(T)x	A J T 9	A T 9 x
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
K(Q)T 9		J T 9 x	T 9 x x

LENGTH LEADS		
4th best	vs SUITS □	vs NT ⊠
3rd/low	vs SUITS ⊠	vs NT □
	Attitude vs NT □	

Primary signal to partner's leads
Attitude ⊠ Count □ Suit Preference □

DEFENSIVE CARDING		
	vs SUITS	vs NT
Standard	□	□
except □		
Upside-Down		
Attitude	⊠	⊠
Count	⊠	⊠
	□	□

FIRST DISCARD		
Lavinthal	□	□
Odd/Even	□	□
	□	□

OTHER CARDING
Smith Echo in NT □ Rev. □
Trump Suit Pref. ⊠

◆ 1NT overcall at 4th position
1♣ – P – 1♦ – 1NT = 5⁺♠ & 4⁺♦
1♣ – P – 1♥ – 1NT = 5⁺♠ & 4⁺♦
1♣ – P – 1♠ – 1NT/2♥ = ♥ suit / 5⁺♥ & 4⁺♦
1♦ – P – 1♥ – 1NT = 5⁺♠ & 4⁺♣
1♦ – P – 1♠ – 1NT/2♥ = ♥ suit / 5⁺♥ & 4⁺♣
1♥ – P – 1♠ – 1NT/2♦ = ♦ suit / 5⁺♦ and 4⁺♣

◆ 1♣–1♦–1♥–1♠ = wish to play 2♣
  1♣–1♦–1♥–2♠ = 4♠ GF
◆ 1m–1M–2M–2NT = support asking
      3♣/3♦ = 3 cards supp min/max
      3♥/3♠ = 4 cards supp min/max
◆ 1m–1x–2NT–3♣→3♦: signoff seq or minor slam int
◆ 1m – 2♥:   5♠ and 4$^+$♥   5–8
      2NT = INV
      3m(rebid) = To play
      3m(new) = Asking
  1m–2♥–3m(new)–?
        3m(support) 3cards
        3♥   5 cards
        3NT   stopper in new minor
        4m(new)   void (4 card minor supp)
        4m(supp)   3 cards supp, max
        3♠   all other hands
◆ 1x – 1y –1z – 2♣→2♦: ♦ signoff or any INV
  1x – 1y –1z – 2♦ = any GF
  1x – 1y – 1z – 2NT/3 any = puppet to 3♣/GF
◆ 1♥/1♠–2–/2NT = 4+ supp, GF hand
  1♥/1♠–2–/2NT = 4+ supp, Inv hand
  1♥/1♠–3♣/3♦ = 4+ supp, 7–9
  1♥/♠–3♦/♥ = 3 cards supp INV
◆ After 1M–1NT–2x –2NT:
    rebid at 3 level is sign off
    lower new suit is puppet, then any bid is GF
    upper new suit is NAT(maybe 3 cards), GF

◆ After GF 2♠/2NT
  1♥–2♠–2NT=any minimum hand
      3♣   short suit ask
        3♦/3♥/3♠=♣/♦/♠ short
      3♦/3♥/3♠ ♣/♦/♠ short
    3♣= BAL extra
        3♦/3♥/3♠ ♣/♦/♠ short
    3♦/3♥/3♠=♣/♦/♠ short, extra
    3NT(♠)/4♣/♦ = good 2nd suit, extra
  1♠–2NT–3♣=any minimum hand
      3♦   short suit ask
        3♥/3♠/3NT = ♣/♦/♥ short
      3♥/3♠/3NT = ♣/♦/♥ short
    3♦ = BAL extra
        3♥/3♠/3NT = ♣/♦/♥ short
    3♥/3♠/3NT = ♣/♦/♥ short, extra
    4♣/♦/♥ = good second suit, extra
◆ 1♥–2♦–2♠/3♣ = 4$^+$♣/♠ (switch)
◆ After 1NT
  1NT – 2♣ – 2♦ – 2♥ = major signoff
             2♠ = any 5–4$^+$M
             3♥/3♠ = short (other 3 suiter)
  After 1NT – 2♣ – 2♦ – 2♠:
    2NT = any minimum 3♣ = 3 cards major ask
                  3♦/3♥→3♥/3♠
    3♣/3♦= 3–3 min/max (3♦/♥/♠→3♥/♠/♥)
    3M = 3 cards max, 3NT = 2–2 M max
  1NT – 2♥ – 2♠ – 3♥ = 5–5 Slam Int
  1NT – 2♦ – 2♥ – 2♠ = Walsh Relay(♦ slamish)
  1NT – 2♦ – 2♠ – 4♦ = Retransfer
  1NT – 2♠ – 2NT/3♣– 3♦ = signoff

◆ 2♣ – 2♦ – 2NT = 22–24 or 28 up
          3NT = minor
  2♣ – 2♦ – 2♥ – 2♠ – 2NT = 25–27
  2♣ – 2♦ – 3♥/3♠ = 5$^+$♦ & 4$^+$♥/♠
  2♣ – 2♦ – 3♣ – 3♦ = major ask

◆ 3NT – 4NT = Length Asking 5♣=7, 5♦=8, . . .
  3NT – 4♣/5♣/6♣/7♣ = P/C
      4♦ = S/S ask (4NT=BH,5m=om short)
◆ After RKC
  Q asking – 1st=No Q, 2nd=Q but no side K,
          3rd–5th = LMH King with trump Q
  K asking – Location, trump = no side King

◆ (1m) – P – (1x) – 2m/2x = natural overcall(6$^+$ cards)
   (1m) – P – (1NT) – 2m = Majors

◆ (1m)–1M–(dbl):   2M = not good raise
                  2oM = good raise

◆ 1m – (dbl) – 2♥ = Reverse Flannery
          2♠ = minor support GF
   1♣ – (1♦) – 2♥ = Reverse Flannery
          2♠ = Weak

◆ 1M – (dbl) – 2♣ = Same as Drury
          2♦ = good single raise (7–9)
          2M = not good raise
   1♠–(dbl)–2♥ = minors (6–9)
   1♥–(dbl)–1♠ = NAT
   1♥–(dbl)–2♠ = minors (6–9)

◆ (1m) – 1M – (dbl) – 2oM = good raise
   (1m) – 1M – (dbl) – 2M = not good raise

◆ 1m – (1NT) Dbl = PEN
          2♣ = Ms
          2♦/♥ = TRF
          2♠ = MSS (4$^+$supp & 5$^+$other minor)
          2NT = puppet

◆ 1M – (1NT) – 2M = NAT
          2other = Natural NF

◆ 1NT – (P) – 2♣ –(dbl) – Pass = no ♣ stopper
             XX   = 5$^+$ ♣
             other = have ♣ stopper

◆ 1NT overcall at 4th position (List–D)
  (1m) – P – (1♠):   1NT = 5$^+$♥
                      2♥ = 5$^+$♥ & 4$^+$ 4th suit
  (1♥) – P – (1♠):   1NT = 5$^+$♦
                      2♦ = 5$^+$♦ & 4$^+$♣
  (1m) – P – (1♦/♥): 1NT = 5♠ & 4$^+$4th suit
       low Cue=♠ supp, high cue=4th suit supp

◆ (3NT) – 4♣   = Majors
        4♦   = Majors ♠ better
        4♥/♠ = NAT
        4NT   = 2 suiter

◆ Unusual vs Unusual
   Low Cue = Support INV$^+$, High Cue = 4th suit GF

◆ Vs Big Club
  (1♣) – x   = Majors
          1♦/♥/♠   = NAT
          1NT   = ♣
          2♣   = ♣ & a major
          2♦   = ♦ & a major
          2♥/♠   = PRE
          2NT   = minors
  (1♣) – (1♦) – X   = Majors
             1NT   = ♣ overcall
             2♣   = ♣ and a major
             2♦   = ♦ and a major
             2♥/2♠ = PRE
             2NT   = minor
  （♦は3♦で入るか一旦Passして後から入る）

◆ Vs Short Club
  (1♣) – 2♣ = NAT
  (1♣) – 2♦ = Majors 5-5

◆ Vs Short Diamond
  (1♦) – 2♦ = NAT
  (1♦) – 2♥ = majors (up tp 15 HCP)

◆ Vs transfer bid after 1♣
  Dbl = Lead Directing
  Cue = other two suiter (same as takeout DBL)

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