SPECIAL DOUBLES After Overcall: Penalty□ Negative■ thru5 ◆ Responsive■ : thru6 ◆ Support: Dbl.■ thru2Leve&edbl■ Card-showing□ Min. Offshape T/O□	NOTRUMP OVERCALLS Direct: <u>15+</u> to <u>18</u> Systems on Conv.□ Balancing: <u>11</u> to <u>16-</u> Jump to 2NT: Minors□ 2 Lowest Conv.□ DEFENSE VS NOTRUMP	NAMES Allan Graves Neil Silverman GENERAL APPROA Standard 2/1, Light opener with Qu Two Over One: Game Forcing ■ Game Forcing Ex VERY LIGHT: Openings□ 3rd Hand □ Overca FORCING OPENING: 1 + □ 2 + ■ Natural 2 Bids	CH uick Tricks. 4432 open 1CC kcept When Suit Rebid alls Preempts
SIMPLE OVERCALL 1 level_7_to_17_HCP (usually) often 4 cards□ very light style□ Responses New Suit: Forcing■ NFConst□ NF□ Jump Raise: Forcing□ Inv.□ Weak□ JR Mixed, 2NT in comp M	vs: <u>STRONG</u> WEAK 2* <u>Majors</u> <u>Majors</u> 2* <u>1 Major</u> <u>1 Major</u> 2* <u>H and m</u> <u>H and m</u> 2* <u>S and m</u> <u>S and m</u> Dbl: <u>4M 5+m</u> <u>PEN</u> Other	NOTRUMP OPENING BIDS 1NT 15 to 17 to 3 \Rightarrow Ask 5M ? 3 \Rightarrow 5-5 m GF 3 \Rightarrow 3-1 (54) 2 \Rightarrow Stayman Puppet	2NT 20 to 21 Puppet Stayman □ Transfer Responses: Jacoby ■ Texas ■ 3 ▲ relay 3NT. 1 or 2 m 3NT to
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 ♥ ■ 4 ◆, 4 ♥ Transfer ■ Forcing Stayman □ Smolen ■ 2 ♥ Transfer to ♠ ■ Lebensohl ■ Fast denie 2 ♠ Neg. Double ■: 2NT ● Other:	Namyatsl 4m opener.
OPENING PREEMPTS Sound Light Very Light	2NT Over Limit+ Limit Weak	MAJOR OPENING	MINOR OPENING
3/4-bids □ Conv./Resp. Namyats 4C 4D	Majors \Box Minors \Box Other $1M(X)$ XFER $1NT + \Box$		I Min. Length 4 3 0−2 Conv.
DIRECT CUEBID OVER: Minor Major Natural Strong T/0 Michaels	VS Opening Preempts Double Is Takeout ■ thru <u>4H</u> Penalty □ Conv. Takeout: Lebensohl 2NT Response ■ Other: Leap Michaels	RESPONSESDouble Raise: Force Inv. WeakDouble RAfter Overcall: Force Inv. WeakAfter Ov	RESPONSES Raise: Force Inv. Weak ercall: Force Inv. Weak Raise: J/S in other minor ise Mixed JR Mixed
SLAM CONVENTIONS Gerber □: 4 Some JS from 3m RKC		1NT: Forcing ■ Semi-forcing □ Frequent 2NT: Forcing □ Inv.□ to 1NT/1♣ 3NT: to 2NT Forcing	tly bypass $4+ \blacklozenge \blacksquare$ <u>6</u> to <u>10</u> cing Inv. <u>13</u> to <u>15</u>
	I	Drury 3CLR, PH 3C Nat, else FIT- Other: Most JS in comp = fit.	<u>16</u> to <u>17</u> <u>H , 11-12 Bal or Strong</u> Hea
LEADS (circle card led, if not in bold versus Suits versus Notrun	UN CHITC UN NT		
$\begin{array}{c ccccccccccccccccccccccccccccccccccc$	x Standard: ■ ■ x Except □ X X	2♣ <u>22+</u> toHCP Strong■ Other □	RESPONSES/REBIDS Control Responses
AK x T 9 x AK J x A 0 J (KQ x K J T x A J T 9 A T 9 (D J x K T 9 x K 0 J x K 0 J x JT 9 Q T 9 x Q J T x Q T 9	9 x Upside-Down: T 9 count □ 9 x attitude □	Natural: Weak Intermediate Strong Conv.	t OKCNN constructive 2NT Force New Suit NF□ t OKnNNF constructive
(K)Q T 9 (J)T 9 x (T)9 x	FIRST DISCARD	Natural: Weak Intermediate Strong Conv. □	2NT Force New Suit NF
LENGTH LEADS: 4th Best vs SUITS□ vs NT 3rd/5th Best vs SUITS■ vs NT		2 ▲ <u>5</u> to <u>10</u> HCP good 5 suit Natural: Weak Intermediate Strong Conv.	t OKnNNF constructive 2NT Force■ New Suit NF□
NT, possible 3rd from 4 .		OTHER CONV. CALLS: New Minor Forcing:	
Primary signal to partner's lead Attitude ■ Count ■ Suit preference	ds Trump Suit Pref. 🗌	Weak Jump Shifts: In Comp. □ Not in Comp. □ (4th Suit Forcing: 1 Rd. □ Game ■	Jtten FII JS.
SPECIAL CARDING	PLEASE ASK		
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