SPECIAL DOUBLES After Overcall: Penalty	NOTRUMP OVERCALLS Direct: 15 to 18 Systems on	NAMES Ralph - Harker	
Negative ■ thru 4 Responsive ■ : thru 3 ♠ Maximal ■ Support: Dbl. ■ thru 2 ♠ Redbl ■ Card-showing □ Min. Offshape T/O □	Conv. 12 - 15 balancing over major Balancing: 10 to 13 system on Jump to 2NT: Minors 2 Lowest Conv. Very Light: Openings 3rd Hand Overcalls Preempts FORCING OPENING: 1 A 2 Natural 2 Bids Other 44.4		
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 Jump Q mixed raise	vs: strong weak 2♣ ♣ & other ♥ & lower 2♠ ♠ & major ♠ & lower 2♥ majors ♥ 2♠ broken suit ♠ Dbl: single suit strong NT Other DONT by passed hand	NOTRUMP OPENING 1NT 15 to 17 3♣ 5-5 mino 15 to 3♦ 5-5 mino 3♦ 3-1-4-5 3 ★ 3-1-4-5 3 ★ 3-1-4-5 3 ★ 3-1-4-5 3 ★ 3-1-4-5 4 ★ Stayman Puppet 2 ◆ Transfer to ♥ ■	ors, short ▼ ors, short ▼ or 3-1-5-4 or 1-3-5-4 way 2NT 20 to 21 Puppet Stayman□ Transfer Responses: Jacoby Texas 3 ★ transfer to 3NT to show minors
JUMP OVERCALL Strong□ Intermediate□ Weak■ 2NT Ogust	OVER OPP'S T/O DOUBLE NewSuitForcing: 1 level ■ 2 level □ Jump Shift: Forcing □ Inv. □ Weak ■ Redouble implies no fit ■	2 ◆ Transfer to ◆ ■ Forcing Stayman □ 2 ♥ Transfer to ◆ ■ Lebensohl ■ (Neg. Double ■ 2NTTransfer to ◆ Other:redbl=1 st.	4 level minor preempt fast denies) Conventional NT Openings thru 3
OPENING PREEMPTS Sound Light Very Light 3/4-bids □ ■ □ Conv./Resp. Namyats	2NT Over Limit+ Limit Weak Majors	MAJOR OPENING Expected Min. Length 4 5 1st/2nd	MINOR OPENING Expected Min. Length 4 3 0–2 Conv. 1 ♣ □ ■ □ □
DIRECT CUEBID OVER: Minor Major Natural Strong T/O Michaels SLAM CONVENTIONS Gerber : 4	VS Opening Preempts Double Is Takeout ■ thru _4 Penalty □ Conv. Takeout: □ Lebensohl 2NT Response ■ Other:	RESPONSES Double Raise: Force Inv. Weak After Overcall: Force Inv. Weak Conv. Raise: 2NT 3NT Splinter Other: 1st & 2nd 3rd & 4th 1NT: Forcing Semi-forcing	RESPONSES Double Raise: Force Inv. Weak After Overcall: Force Inv. Weak Forcing Raise: J/S in other minor Single raise Other: game force Frequently bypass 4+
minorwood only after a jump in the minor vs Interference: DOPI■ DEPO□ Level: ROPI■		2NT: Forcing ■ Inv. □to	1NT/1♣6to9 2NT Forcing□ Inv.■to 3NT:12to15
LEADS (circle card led, if not in bold versus Suits xx xxxx xxx xxx xxx xxx xxx xxx xxx x	mp x Standard: ws SUITS vs NT Standard: Except vs SUITS vs NT	2♣to HCP Strong■ Other□	Other SCRIBE RESPONSES/REBIDS cheaper minor 2nd negative
	Upside-Down: count attitude attitude	2 ♦ Resp: Neg ☐ Waiting ■ 2 ♦ 5 to 10 HCP Natural: Weak ■ Intermediate ☐ Strong ☐ 2 ♥ 5 to 10 HCP Natural: Weak ■ Intermediate ☐ Strong ☐	Ogust
LENGTH LEADS: 4th Best vs SUITS□ vs NT 3rd/5th Best vs SUITS■ vs NT Attitude vs NT	Lavinthal □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □	2 ♠ 5 to 10 HCP Natural: Weak Intermediate Strong OTHER CONV. CALLS: New Minor Weak Jump Shifts: In Comp. Not in	Ogust Conv. □ 2NT Force New Suit NF□ Forcing: ■ 2-Way NMF□
Primary signal to partner's leads Attitude Count Suit preference Trump Suit Pref.		unusual Wolff signoff	