SPECIAL DOUBLES After Overcall: Penalty	NOTRUMP OVERCALLS Direct: 15 to 17 Systems on ✓	NAMES Michael Nadler #4	715608 & Bill Mitchell
Negative ✓ thru	Conv. Balancing: 11 to 14	GENERAL APPROACH	
Responsive ✓: thruMaximal ✓ Support: Dbl. ✓ thru 2♠ Redbl ✓	Jump to 2NT: Minors 2 Lowest 4	Two Over One: GameForcing GameForcing Except When Suit Rebid VERY LIGHT: Openings 3rd Hand Overcalls Preempts	
Card-showing ☐ Min. Offshape T/O ☐	Conv.		
	DEFENSE VS NOTRUMP		
SIMPLE OVERCALL	vs: strong weak	NOTRUMP OPENING	BIDS ON O
1 level 8 to 17 HCP (usually)	2♣	1NT 15 to173♣puppe	t Stayman
often 4 cards ✓ very light style □	2♥	3♦ <u>6cd suit</u>	t invitational Transfer Responses:
Responses New Suit: Forcing□ NFConst□ NF□	2♠ ♠ ♠ Penalty	5-card Major common ✓ 3♥sr	
Jump Raise: Forcing□ Inv.□ Weak□	Other 2N = both minors	Systemon over 3 s	3N=5▲+4♥
		2♣ Stayman Puppet 4♦, 4♥ Trai	ONT to
JUMP OVERCALL	OVER OPP'S T/O DOUBLE	Forcing Stayman ☐ Smolen ☐	gambling
Strong□ Intermediate□ Weak ✓	NewSuitForcing:1 level□2 level□	2♥ Transfer to ♠ ☑ Lebensohl ☑ (
	Jump Shift: Forcing ☐ Inv. ☐ Weak ☐	2♠ Neg. Double \(\bigcup \) 2NT > 3 ♦ Other: \(\text{minor xfer supe} \)	er accent hid in hetween suit
OPENING PREEMPTS	Redouble implies no fit ✓ 2NT Over Limit+ Limit Weak		
Sound Light Very Light	Maiors ✓ ✓ □	MAJOR OPENING	MINOR OPENING NF
3/4-bids ☑ ☑ □ Conv./Resp.	Minors	Expected Min. Length 4 5	Expected Min. Length 4 3 0-2 Conv
	Other	1st/2nd □ ☑	
DIRECT CUEBID	VS Opening Preempts Double Is	3rd/4th □ ☑ Responses	1 ♦ ☑ □ □ □ RESPONSES
OVER: Minor Major Natural	Takeout□ thru Penalty□	Double Raise: Force□ Inv.□ Weak ✓	Double Raise: Force Inv. Weak ✓
Strong T/O	Conv. Takeout:	After Overcall: Force Inv. Weak ✓	After Overcall: Force ☐ Inv.☐ Weak
Michaels 🗹 🗹	Lebensohl 2NT Response Other:	Conv. Raise: 2NT ✓ 3NT ☐ Splinter ✓	Forcing Raise: J/S in other minor□
		Other:	Single raise ✓ Other:
SLAM CONVENTIONS Gerber ☑: 4	INT: Blackwood□ RKC□ 1430☑	1NT: Forcing ✓ Semi-forcing ✓	Frequently bypass 4+◆□
		2NT: Forcing ☐ Inv. ☐to	1NT/1 ♣8to10
vs Interference: D0PI	.evel: ROPI□	3NT:to	2NT Forcing ☐ Inv. ☐ 11 to 12
		Drury ☑: Reverse ☑ 2-Way ☑ Fit ☐	3NT:13to15
LEADS (circle card led, if not in bold versus Suits versus Notrui	OUTO NT	Other:	
X X X X X X X X X X X X X X X X X X X	Standard:	22 to HCP	SCRIBE RESPONSES/REBIDS
XXX XXXXX XXX	I EXCEDI II	2♣ Strong ✓ Other □	controls: A=2 steps K=1 step
ΩKX T9X AKJX AQJ		2♦ Resp: Neg Waiting	2 ◆=0,1 2 ♥=2 2 ♠=3 2N=3K 3♣=4
$\mathbf{K} \mathbf{Q} \mathbf{X} \mathbf{K} \mathbf{J} \mathbf{T} \mathbf{X} \mathbf{A} \mathbf{J} \mathbf{T} 9 \mathbf{A} \mathbf{T} 9$		2 ▲ _ 5 _ to _ 11 _ HCP	ogust: 3 ♦=bad hand good suit
QJX KT9X KQJX KQT	g count \square	Natural: Weak ✓ Intermediate ✓ Strong □	
JT9 QT9x QJTx QT9 KQT9 JT9x T9x		2 ♥ <u>5</u> to <u>11</u> HCP	ogust: 3♥=good hand bad suit
	FIRST DISCARD	Natural: Weak ✓ Intermediate ☐ Strong ☐	Conv. ☐ 2NT Force ✓ New Suit NF ☐
LENGTH LEADS:	Lavinthal Cold/Corp	2♠ _5 to _11 HCP	ogust 3 ♠ =good hand good suit
4th Best vs SUITS vs NT 3rd/5th Best vs SUITS vs NT		Natural: Weak ✓ Intermediate ☐ Strong ☐	Conv. ☐ 2NT Force ✓ New Suit NF ☐
Attitude vs NT	OTHER CARDING	OTHER CONV. CALLS: New Mino	
Primary signal to partner's lead	Smith Echo	Weak Jump Shifts: In Comp. ✓ Not in	į.
Attitude ✓ Count ☐ Suit preference		4th Suit Forcing: 1 Rd. ☐ Game ✓ reverse bergen: 4cd supp, 1M-3 ♣=10-12, -3 ♦=7-9	
SPECIAL CARDING	□ PLEASE ASK	XYZ: after 3 1-lvl bids, 2C=relay to 2 ♦ (drop or game try), 2 ♦=game force unus v unus: cue bid higher=limit+ w/ support; lower=limit+ no support	
OF ECIAL CARDING	□ FLEASE ASK	unus v unus; cue più nigner=limit+	w/ support, lower=illflit+ no support