

SPECIAL DOUBLES
After Overcall:
Negative ☒ of 1♠ or 2♠ with 4+ hearts

Negative ☒ thru 3♠

SIMPLE OVERCALL
1 level 8 to 17 HCP (usually)
may be a great 4 cards at 1-level
Responses
New Suit: Non-forcing constructive ☒
Jump Raise: Inv. ☒ Weak ☒

JUMP OVERCALL
Weak ☒

OPENING PREEMPTS
Sound Light
3/4-bids ☒ ☒
by vulnerability

DIRECT CUEBID
OVER: Minor Major
Natural ☒ ☒ (normally alert)
in either suit if opponents have bid two suits
Michaels ☒ ☒ 5-5 or longer
majors major & a minor

SLAM CONVENTIONS Gerber ☒: 4NT: Blackwood ☒ RKC ☒ 0/3, 1/4,...
4♣ Gerber over 1NT & 2NT openings, responses & rebids: 0/4, 1, 2, 3
After Blackwood (Gerber): 5NT (5♣) asks for: number of kings ☒
vs Interference: DOPI ☒ Double=0 (first step), Pass=1 (second step), then bid steps.

LEADS (circle card led, if not in bold)
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 Q 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 x	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/5th Best vs SUITS ☐ vs NT ☐
Attitude vs NT ☐

Primary signal to partner's leads
Attitude ☒ Count ☐ Suit Preference ☐

SPECIAL CARDING

NOTRUMP OVERCALLS
Direct: 15 to 18 Systems On ☒
Over Weak 2: 16 to 19 Systems On ☒
Balancing: 11 to 15 Systems Off
Jump to 2NT: 5-5 or longer 2 Lowest ☒

DEFENSE VS NOTRUMP
vs:
2♣ natural (♣)
2♦ natural (♦)
2♥ natural (♥)
2♠ natural (♠)
Dbl: penalty (systems off)

OVER OPP'S T/O DOUBLE
New Suit Forcing: 1 level ☒
Jump Shift: Weak ☒
Redouble implies no fit ☒
2NT Over Limit + 2NT is a raise, at least inviting game
Majors ☒
Minors ☒
Double Raise: Inv. ☒ Weak ☒

VS Opening Preempts Double Is
Takeout ☒ thru 4♥
Lebensohl 2NT Response ☒

VS Opening Preempts Double Is

DEFENSIVE CARDING
vs SUITS vs NT
Standard: ☒ ☒
Except ☐
Upside-Down:
count ☐ ☐
attitude ☐ ☐
FIRST DISCARD
Lavinthal ☐ ☐
Odd/Even ☐ ☐
OTHER CARDING
Smith Echo ☐ ☐
Trump Suit Pref. ☐ ☐
Foster Echo ☐ ☐

☐ **PLEASE ASK**

NAMES #
MIT/DL Bridge Club Standard
All partners play BLACK ☒ and may choose to play RED ☐ (alert)

FORCING OPENING: 2♣ ☒
NOTRUMP OPENING BIDS
15 1NT to 17 3♣ 6+♣, invites 3NT
3♦ 6+♦, invites 3NT
3♥ 6+♥, forcing, inv slam
3♠ 6+♠, forcing, inv slam
System on over Double
2♣ Stayman ☒ minor suit after Stayman is forcing
2♦ Transfer to ♥ ☒ ☒ thru 4♣
2♥ Transfer to ♠ ☒ Lebensohl ☒ (fast denies)
2♠ forces 3♣ for signoff in a minor
2NT natural, invites 3NT

MAJOR OPENING	MINOR OPENING
Expected Min. Length 4 5 1st/2nd <input type="checkbox"/> <input checked="" type="checkbox"/> 3rd/4th <input type="checkbox"/> <input checked="" type="checkbox"/>	Expected Min. Length 4 3 1♣ <input type="checkbox"/> <input checked="" type="checkbox"/> 1♦ <input type="checkbox"/> <input checked="" type="checkbox"/>
RESPONSES Double Raise: Inv. <input checked="" type="checkbox"/> After Overcall: Inv. <input checked="" type="checkbox"/> Weak <input checked="" type="checkbox"/> Conv. Raise: 2NT <input checked="" type="checkbox"/> Splinter <input checked="" type="checkbox"/> Other: Jacoby: 4M=weak 3NT=med 3M=str 3suit=singleton/void 4suit=5+card good suit 2NT: game forcing 4-card raise (normal alert) 3NT: 16 to 17 1NT Forcing <input checked="" type="checkbox"/> Drury <input checked="" type="checkbox"/> : Reverse <input checked="" type="checkbox"/> Other: 2/1 game force (over majors only)	RESPONSES Double Raise: Inv. <input checked="" type="checkbox"/> After Overcall: Inv. <input checked="" type="checkbox"/> Weak <input checked="" type="checkbox"/> Single Raise: forcing, LR+ <input checked="" type="checkbox"/> Weak <input checked="" type="checkbox"/> 1NT/1♣ 6 to 10 2NT 11 to 12 3NT 13 to 15

DESCRIBE	RESPONSES/REBIDS
2♣ to HCP 22+ or 9+ tricks Strong <input checked="" type="checkbox"/> 2♦ Resp: Neg. <input checked="" type="checkbox"/> Waiting <input checked="" type="checkbox"/> 2NT rebid: sys on	double weak with length: penalty if waiting, lacks a good suit
2♦ 5 to 11 HCP normally a good 6-card suit Natural: Weak <input checked="" type="checkbox"/>	new suit forcing by unpassed 2NT Force <input checked="" type="checkbox"/> bid A or K if max
2♥ 5 to 11 HCP normally a good 6-card suit Natural: Weak <input checked="" type="checkbox"/>	new suit forcing by unpassed 2NT Force <input checked="" type="checkbox"/> bid A or K if max
2♠ 5 to 11 HCP normally a good 6-card suit Natural: Weak <input checked="" type="checkbox"/>	new suit forcing by unpassed 2NT Force <input checked="" type="checkbox"/> bid A or K if max
OTHER CONV. CALLS: New Minor Forcing: <input checked="" type="checkbox"/> after opener's 1NT rebid only Weak jump shift <input checked="" type="checkbox"/> always 4th Suit Forcing: Game <input checked="" type="checkbox"/>	

Partner opens/overcalls: cue bid of opponent's suit is a raise, at least inviting game (LR+) ☒
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