SPECIAL DOUBLES  After Overcall: Penalty □	NOTRUMP OVERCALLS  Direct: 14 to 18 Systems on	NAMES Curtis Cheek & Huub Bertens  GENERAL APPROACH	
Negative ■ thru	Conv. ☐		
Support: Dbl. ■ thru 1_and fiRedbl ■ Card-showing ■ Min. Offshape T/0 ■	Conv.	Two Over One: GameForcing ■ Game VERY LIGHT: Openings ■ 3rd Hand ■ FORCING OPENING: 1♣ □ 2♣ ■ Nat	Overcalls □ Preempts □
SIMPLE OVERCALL  1 level7to17_HCP (usually) often 4 cards□ very light style■ Responses  New Suit: Forcing■ NFConst□ NF□ Jump Raise: Forcing□ Inv.□ Weak■ f at 1 level	vs:         Strong         Weak           2♣         Majors         Majors           2♠         1 Major         1 Major           2♠         Natural         Natural           2♠         Natural         Natural           Dbl:         5+m & 4 M         HCP           Other         HCP	NOTRUMP OPENING  1NT  14/16 to 15/17 1,2,nv to 3v,4 5-card Major common System on over 2♣, dbl 2♣ Stayman □ Puppet □ Except if 2♣	atayman gf  S Majors  Puppet Stayman  Transfer Responses: Jacoby ■ Texas ■  3 ★ Minor(s)
JUMP OVERCALL  Strong ☐ Intermediate ■ Weak ■  Depending on vul.	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 ♥ ■	Strong 4 Major bid  (Fast denies) Conventional NT Openings
OPENING PREEMPTS Sound Light Very Light	2NT Over Limit+ Limit Weak	MAJOR OPENING	MINOR OPENING
3/4-bids	Majors         □         □           Minors         □         ■           Other	Expected Min. Length 4 5 1st/2nd  3rd/4th	Expected Min. Length 4 3 0–2 Conv.  1
OVER: Minor Major  Natural □ □  Strong T/O □ □  Michaels □ □  1 ♣-2 ♣= nat. 1m-2, ◆=Majors	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: 1!-3 ♠ is any mini splinter	RESPONSES  Double Raise: Force□ Inv.□ Weak■  After Overcall: Force□ Inv.□ Weak■  Forcing Raise: J/S in other minor□  Single raise■ Other:
SLAM CONVENTIONS Gerber ■: 4NT: Blackwood □ RKC ■ 1430 □ 1 over RKC		1NT: Forcing □       Semi-forcing ■         2NT: Forcing □       Inv.□      to	Frequently bypass $4+ \blacklozenge \blacksquare$ 1NT/1 $\clubsuit$ 8 to 11  2NT Forcing $\square$ Inv. $\blacksquare$ to
vs Interference: DOPI■ DEPO□ I		Drury■: Reverse□ 2-Way□ Fit□ Other:	3NT: <u>14</u> to <u>16</u> Other
versus         Suits         versus         Notru           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(R) X         T) 9 X         A(R) J X A(Q)	mp vs SUITS vs NT Standard: □ □ □	2♣to HCP Strong□ Other ■ Stron	SCRIBE RESPONSES/REBIDS  ng or wk in
(K) Q x         K (J) T x         A J (T) 9         A T (S)           (Q) J x         K (T) 9 x         K (Q) J x         K (Q) T           (J) T 9         Q (T) 9 x         Q (J) T x         Q (T) (S)	Upside-Down: count attitude attitude	Natural: Weak Intermediate Strong ☐	k two in a Major
LENGTH LEADS:  4th Best vs SUITS  vs N  3rd/5th Best vs SUITS vs N  After trick 1 vs play 2nd and 4th also	FIRST DISCARD  Lavinthal  Odd/Even	Natural: Weak ☐ Intermediate ☐ Strong ☐	2NT Force New Suit NF  & 5m  2NT Force New Suit NF  2NT Force New Suit NF  2NT Force New Suit NF
After trick 1 we play 2nd and the valso  Primary signal to partner's lear Attitude Count Suit preference  SPECIAL CARDING	Smith EchoRev. □ ■ Trump Suit Pref. ■	Weak Jump Shifts: In Comp. ■ Not in 4th Suit Forcing: 1 Rd. □ Game ■	
SPECIAL CANDING	E LEASE ASK		