After Overcall: Penalty	Direct: 15+ to 18 Systems on ■	NAMES John Kranyak - Vincent Demuy	
Negative ■ thruMaximal ☐	Conv.□ Balancing: <u>10-14m</u> to <u>10-16M</u>	GENERAL APPROAC	CH T
Support: Dbl. ■ thru 2H Redbl ■ Card-showing ■ Min. Offshape T/O□	Jump to 2NT: Minors ☐ 2 Lowest ■ Conv. ☐  DEFENSE VS NOTRUMP	Two Over One: GameForcing ■ GameForcingExc VERY LIGHT: Openings■ 3rd Hand ■ Overcal FORCING OPENING: 1♣□ 2♣■ Natural 2 Bids□	Is ■ Preempts ■
SIMPLE OVERCALL  1 level 6 to 16 HCP (usually) often 4 cards very light style   Responses  New Suit: Forcing NFConst NF□  Jump Raise: Forcing Inv. Weak  jump in new suit = natural forcing	vs:         strong         weak           2 ♣ Majors         Majors           2 ♠ D + M         hearts           2 ♥ hearts         spades           2 ♠ spades         4s-5+m           Dbl:         good hand           Other 2NT = minors         2NT = 4h-5+n           X bph = 4cM-5+m	NOTRUMP OPENING BIDS  1NT  NV 13+ to 16  V 14+ to 17 4th 5-card Major common System on over X, 2C  2♣ Stayman Puppet  2♣ Stayman Puppet  2♣ Transfer ■	2NT _19+_ to21 Puppet Stayman ■ Transfer Responses: Jacoby ■ Texas ■ 3 ♠ Mss or C  3NT to
JUMP OVERCALL  Strong ☐ Intermediate ■ Weak ■ intermediate vul and weak non vul	OVER OPP'S T/O DOUBLE  New Suit Forcing: 1 level □ 2 level □  Jump Shift: Forcing □ Inv. □ Weak □  Redouble implies no fit □	Forcing Stayman ■ Smolen ■ Lebensohl ■ (xfer_denies   2 ♦ Size or C   2NT D Other:	
OPENING PREEMPTS  Sound Light Very Light  3/4-bids  Conv./Resp.	2NT Over Limit+ Limit Weak Majors □ □ Minors □ □ Other transfers over 1M-X	Expected Min. Length 4 5 Expected 1st/2nd $\square$ • • • • • • • • • • • • • • • • • • •	MINOR OPENING  NF  Min. Length 4 3 0-2 Conv.
DIRECT CUEBID  OVER: Minor Major  Natural □ □  Strong T/0 □ □  Michaels ■ □  1c-2c = natural , 2D = majors  SLAM CONVENTIONS Gerber □:	VS Opening Preempts Double Is Takeout ■ thru Penalty□ Conv. Takeout: Lebensohl 2NT Response ■ Other: better minor L.  4NT: Blackwood□ BKC■ 1430□	After Overcall: Force □ Inv. □ Weak ■ After Over Conv. Raise: 2NT ■ 3NT ■ Splinter ■ Forcing R Other: 1-3 mixed, 1M-2NT = weak or action   Action	RESPONSES  ise: Force □ Inv.□ Weak ■  rcall: Force □ Inv.□ Weak ■  aise: J/S in other minor □  se ■ Other: GF or 4-9 bph  / bypass 4+◆ ■
vs Interference: DOPI□ DEPO□ Level:ROPI□  LEADS (circle card led, if not in bold) DEFENSIVE CARDING		2NT: Forcing ■ Inv. □to	$ \begin{array}{cccccccccccccccccccccccccccccccccccc$
versus         Suits         versus         Notru           X	Standard: L L L X X X Except C	2 ♣ 22+ to HCP Strong Other or 9 + tricks 2 ♦ Resp: Neg Waiting	RESPONSES/REBIDS  2d = waiting and transfers transfer kokish, t/o double
K@x       K J Tx       A J T9       A T G         Q Jx       K T 9x       K @Jx       K @Jx       K @T         J T9       Q T 9x       Q J T x       Q T G         K @ T 9       J T 9 x       T 9x	count attitude	2 ♦4to10HCP usually 6 Natural: Weak ■ Intermediate □ Strong □ Conv. □  2 ♥4to10HCP usually 6 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  2nd / 4th thru declarer and thrule 5th thru	Lavinthal	2 ♠ 4 to 10 HCP usually 6  Natural: Weak Intermediate Strong Conv.   OTHER CONV. CALLS: New Minor Forcing:	3c= hearts, 3h = clubs  2NT Force ■ New Suit NF□  2-Way NMF□ transfers
Primary signal to partner's lead Attitude ■ Count □ Suit preference SPECIAL CARDING		Weak Jump Shifts: In Comp. ■ Not in Comp. □ un 4th Suit Forcing: 1 Rd. ■ Game ■  NAMYATS  1m-2H = 55+ majors less than invit  transfers starting at 2NT after weak 2 doubled	nless ph or transfers avail. (FS.