SPECIAL DOUBLES Negative : thru	NOTRUMP OVERCALLS Direct: 15 to 17 Systems on* □	NAMES			PC B					
Nogativo 🗀 . tiliu	* Use same as over Opening 1NT	GENERAL APPROACH								
	Balancing: to Jump to 2NT: Minors □ 2 Lowest □	STANDARD AMERICAN								
SIMPLE OVERCALL	DEFENSE VS NOTRUMP	FORCING OPENING:	2♣ 💢		Other					
1 level 10 to up HCP (usually) often 4 cards □ very light style □ Responses New Suit: Forcing ☒ Non-Forcing □	vs: NA		MP OPENING 3		2NT 20 to 21 3NT 26 to 27					
JUMP OVERCALL Strong □ Intermediate □ Weak ☒	OVER OPP'S T/O DOUBLE New Suit Forcing: 1 level 2 level 1 Jump Shift: Forcing 1 Inv. Weak 3	2♣ Stayman 🕅 2♠ Transfer to ♥ 🗖 2♥ Transfer to ♠ 🗖		♥ Transfer □						
OPENING PREEMPTS Sound Light Very Light		MAJOR OF	DENING	MINOR OPENING						
3/4-bids		Expected Min. Length 1st/2nd 3rd/4th	4 5 \(\sum \)	Expected Mi	in. Length 4 3 0-2 Conv					
OVER: Minor Major Artif. Bid Natural	VS Opening Preempts Double Is Takeout	RESPON Double Raise: Force I After Overcall: Force	SES nv. <mark>ズ Weak □</mark>	RESPONSES Double Raise: Force ☐ Inv. ☒ Weak ☐ After Overcall: Force ☐ Inv. ☒ Weak ☐						
SLAM CONVENTIONS Gerber 15:	4NT: Blackwood 🕱	Other		1NT/1♣	6 to 10					
LEADS (circle card led, if not in bold				Other						
x x x x x x x x x x x x x x x x x x x x x	X X Standard: Standard: Standard: Standard: ATTITUDE is generally used when	2♣to	HCP	ESCRIBE	RESPONSES/REBIDS 2D WAITING					
K Q x K J T x A J T 9 A T 9 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 9 K Q T 9 J T 9 x T 9 x	discarding. Playing a high card says you like the suit; playing a low card	2♦ 6 to 11 2♥ 6 to 11	Weak □ St	trong 2	NT Force 💢					
LENGTH LEADS: 4th Best vs SUITS Vs NT	COUNT is usually applied when following to declarer's lead. Playing	2 ♦ 6 to 11	Weak □ St HCP		NT Force 🔀					
Primary signal to partner's lead Attitude Count □	of cards in the suit and playing a low card first then a high card (low/high) shows an odd number of cards in the suit.	OTHER CONVEN	TIONAL CAL	LS:						
SPECIAL CARDING	□ PLEASE ASK									

When attention is called to an irregularity — please call the Director.

BD # PAIRS	DLR AND VUL	BD # TEAMS	vs	CONTRACT & DECLARER	PLUS	MINUS	PTS EST.	PTS.	BD # PAIRS	DLR AND VUL	BD # TEAMS	vs	CONTRACT & DECLARER	PLUS	MINUS	PTS EST.	PTS.
1	N NONE								19	S E-W							
2	E N-S								20	W BOTH							
3	S E-W								21	N N-S							
4	W BOTH								22	E-W							
5	N N-S								23	S BOTH							
6	E E-W								24	W NONE							
7	S BOTH								25	N E-W							
	W NONE								26	Е вотн							
9	N E-W								27	S NONE							
10	Е вотн								28								
11	S NONE								29	N BOTH							
12	W N-S								30	E NONE							
13	N BOTH								31	S N-S							
14	E NONE								32	W E-W							
15	S N-S								33	N NONE							
16	W E-W								34	E N-S							
17	N NONE								35	S E-W							
18	E N-S								36	W BOTH							

FOR YOUR INFORMATION -

- 1. The convention card can help you plan your own game and understand your opponents'. The convention card reflects what you and your partner have agreed to play.
- 2. Regulations require that your opponents provide you with enough information to fully understand any convention or treatment they are playing. If you have a question and don't seem to be able to understand the answer, call the director to help you.

