DBLS

Negative ☑ Thru 4♥ Penalty ☐
Responsive ☑ Thru 4♥ Maximal ☑
Support: ☑ Thru 2♠ Redbl ☑
T/O Style Often T/O thru 2♠ in comp
Other

NTOVER

Direct: 15 to 18 SysOn ☑
Balance: 11 to 14(16) SysOn ☑
Conv ☑ DONT Runouts
Jump to 2NT: 2 Lowest Unbid ☑
Other Xfrs at 3♦+/2NT (3♣=Staymn)

OVERVU

Names **Doug Doub - Ron Gerard**

General Approach: 2/1 GF
Min Expected HCP when Balanced: Opening 12 Responding 5
Forcing Open: 1♣ ☐ 2♣ ☑ Other ☐ 1NT Open: Str ☑ Wk ☐ Variable ☐
Bids That May Require Preparation Opening 3NT; 2♣/1M

OVERCALLS

1 Level 8 to often 4 cards ☐
2 Level 12 to
Jump Overcalls: Wk ☑ Int ☑ Str ☐
Conv ☐ *Int. at unfav. vul.

Responses

New Suit: F ☑ NFConst ☑ NF ☐ Tfr ☐
Jump Raise: Weak ☑ Mixed ☐ Inv ☐
Cuebids 3-card LR in comp Support ☐
Other NF opp. 1-lvl;Jump Q=mixed

VS 1NT

vs:	Strong	vs:	Weak
DBL:	5+m-4M	DBL:	Cards
2♣	Majors	2♣	Majors
2♢	One M	2♢	♥
2♡	5♥-4+m	2♡	♠
2♠	5♠-4+m	2♠	4♠-5+m
2NT	Minors	2NT	4♥-5+m

Other

MINORS

1♣ Min Length: 5 ☐ 4 ☐ 3 ☑ NF2 ☐ (4432 only ☐) NF1 ☐ NF0 ☐ Art F ☐
Resp (UPH) 2♥=11-12,bal; 2♠=Xfr 2NT; Jump rev.=3/5 SPL Transfer Resp ☐
Cheaper of 4th suit or 2NT = slowdown/rev.; Spiral after 1♣-1M-2M; XX/P-P-X = rescue

1♢ Good 6 vs. bad 4M Bypass 5+ ☑
1NT Decent 7 to 10
2NT 13(18) to 15(19)

Raises
Single: NF ☐ Inv+ ☑ GF ☐
Jump: Wk ☑ Mixed ☐ Inv ☐
After Overcall: Wk ☑ Mixed ☐ Inv ☐

1♦ Min Length: 5 ☐ 4 ☐ 3 ☑ Unbal ☐ NF2 ☐ NF1 ☐ NF0 ☐ Art F ☐
Resp 3♣ invitational Same as over 1♣ ☑
PH JS = fit (also over 1♣)

1NT 6 to 10
2NT 13(18) to 15(19)

Raises
Single: NF ☐ Inv+ ☑ GF ☐
Jump: Wk ☑ Mixed ☐ Inv ☐
After Overcall: Wk ☑ Mixed ☐ Inv ☐

CUEBID

Vs:	Art ♣♢	Quasi ♣♢	Nat ♣♢	Nat ♡♠
Michaels	☐	☑	☑	☑
Natural	☐	☐	☐	☐
Other	☐	☐	☐	☐

Describe

VS DBL

New Suit F: 2 lvl ☐ Tfr ☐
Jump Shift: Wk ☑ Inv ☐ F ☐ Fit ☑
Rdbl: 10+ ☑ Conv ☐

2NT Over	Nat	Raise	Range	
♣ ♢	☐	☑	Weak	
♡ ♠	☐	☑	Limit	+

Other 3M-1=Mixed; SPLs

MAJORS

1♥/♠

1st/2nd Length: 4 ☐ 5 ☑
3rd/4th Length: 4 ☑ 5 ☑
1NT: F ☐ Semi-F ☑ Bypass ♠ ☐
Other

Art Raises: 2NT ☑ 3NT ☑ Splinter ☑
Other
Drury 2♣ ☑ 2♦ ☐ In Comp ☐
Jump Raise: Weak ☐ Mixed ☐ Inv. ☑
After Overcall: Weak ☐ Mixed ☑ Inv. ☐

PREEMPT

3-Level Style (Seat/Vul) Traditional
Looser at fav.
Resp 4♣(4♦/3♣) = Modified RKC
4-Level Style See 3-Level Style
Resp 4♦/4♣ = Modified RKC
4♣/4♢ Tfr ☐ Other

VS PRE

2NT Overcall 15-18, Xfrs at 3♦+
T/O Dbl Thru 4♥ Penalty ☐
2NT Lebensohl Resp ☑ FastQ denies
Cuebid Michaels
Jump Overcalls
Other

NOTRUMP

1NT 15 to 17 (Seat/Vul) **1NT** to (Same Resp: Y ☐ N ☐)

5-Card Major ☑ Sys On vs 2♣,art. X
2♣: Stayman ☑ Puppet ☐ Other ☐
2♢: Nat ☐ Tfr ☑ Other
2♡: Nat ☐ Tfr ☑ Other
2♠: Nat ☐ Tfr ☐ Other Range or ♣s
2NT: Nat ☐ Tfr ☑ Other ♦
Smolen ☑ Tfr: 4♣ ☐ 4♢ ☑ 4♡ ☑
Dbl: Neg ☑ thru 4♦ Pen ☐ Other DONT Runouts Lebensohl ☑: Xfr; Fast=no

3♣ 5-5 minors weak
3♢ 5-5 minors GF
3♡ 3-1-(5-4)
3♠ 1-3-(5-4)
Other

2NT 20 to 21 Puppet ☐ 3♠ ☑ 3NT-one or both m's (bid other)
Conv ☐ Tfr: 3 Lvl ☑ 4 Lvl ☑ Neg Dbl ☐ Other Smolen

3NT to One suit ☑ Nude Gambling

SLAMS

4♣ Gerber: Directly over NT ☑ Over NT Seq ☐ Non-NT Seq ☐
4NT: Blackwood ☐ RKC 0314 ☑ RKC 1430 ☐ Redwood
Control Bids Kickback for ♥s
Vs Interference DOPI if 2+Q<5x+1, DEPO above
Other Non-serious 3NT; Baze after 2M/Stayman (4♣ bal, 4♦ RKC)

2 LEVEL

2♣ 22+ to if balanced
Very Str ☑ Str ☐ Nat ☐ Conv ☐
Steps ☑ 2♥ = 7+ 2♢ Waiting ☐ 2♡ Neg ☐
Other Kokish w/ ♣/♥ invert

2♦ 5 to 11 New Suit NF ☐
Wk ☑ Int ☐ Str ☐ Conv ☑ Rebids over 2NT Feature if max Other Mod RKC

2♥ 5 to 11 New Suit NF ☐
Wk ☑ Int ☐ Str ☐ 2 Suits ☐ Rebids over 2NT Feature if max Other Mod RKC

2♠ 5 to 11 New Suit NF ☐
Wk ☑ Int ☐ Str ☐ 2 Suits ☐ Rebids over 2NT Feature if max Other Mod RKC

CARDING

Suits		NT
☐	Standard - Attitude	☐
☐	Standard - Count	☐
☑	Upside Down - Attitude	☑
☑	Upside Down - Count	☑

Exceptions:
Other Carding: Standard current count
Smith Echo: Suits ☐ NT ☑ Reverse ☐
Trump Signals

SIGNALS

Primary Signals to:

Declarer's Lead		Partner's Lead
☐	Attitude	☑
☐	Count	☐
☐	Suit Preference	☐

Exceptions Suit pref/cash vs. dummy's x
First Discard: Std ☐ Upside Down ☐
Lavinthal ☐ Odd/Even ☑ Other ☐

LEADS VS SUITS

CIRCLE CARD LED (if not bold):
Length Leads: 4th ☐ 3rd/5th ☐ 3rd/Low ☑
Attitude ☐ Small from xx ☐
x x x x **x** x x x x x x **x** x
H x x H x x x H x x x x
After 1st Trick: Attitude, but count if nec.
Honor Leads:
A K x (+) Varies ☐
K Q x **Q** J x **J** T x **T** 9 x
Interior Seq:
K **J** T x K **T** 9 x Q **T** 9 x
Exceptions:

LEADS VS NT

CIRCLE CARD LED (if not bold):
Length Leads: 4th ☑ 3rd/5th ☐ 3rd/Low ☐
Attitude ☐ 2nd from xxxx(+) ☑
x x x x x x x x x x **x** x
H x x H x x x H x x x x
After 1st Trick: Attitude, count if nec.
Honor Leads:
A K J x (+) Varies ☐
K Q J x K **Q** T 9 **Q** J T x **J** T 9 x
Interior Seq:
A **Q** J x A **J** T 9 A **T** 9 x Q **T** 9 x
Exceptions:

OTHER

Jump Shift Resp See 1m at 2-level; Inv. at 3-level; Wk (FS) in comp.
Vs (Very)Str Open NMF ☐ 2Way NMF ☑ XYZ ☐ 4th SF: 1Rnd ☐ GF ☑
2♣ NMF BPH (1x-1M); 2♣/1M = 2+; U vs. U (lower = NF oM)
Xfrs/1x-1y-2NT; 2NT = 4-card LR in comp

Last modified: Oct 22 2025 13:55