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	DESCRIBE <i>Or 9+ tricks</i>	RESPONSES/REBIDS
2♠ 23 to HCP Strong <input checked="" type="checkbox"/> Other <input type="checkbox"/> 2+ Response: Neg <input type="checkbox"/> Waiting <input checked="" type="checkbox"/> Denies good suit		
2♠ 5 to 11 HCP Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/>	Normally good 6-card suit	RONF; 2NT asks feature 2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/>
2♥ 5 to 11 HCP Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/>	Normally good 6-card suit	RONF; 2NT asks feature 2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/>
2♠ 5 to 11 HCP Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/>	Normally good 6-card suit	RONF; 2NT asks feature 2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/>

OTHER CONV CALLS: New Minor Forcing  2-Way NMF Weak jump shifts: In Comp.  Not In Comp. 4th Suit Forcing: 1 Round  To Game 

SOS Redoubles

**SPECIAL DOUBLES**

After Overcall: Penalty

Negative  thru 2!S

Responsive:  thru \_\_\_\_\_ Maximal

Support: Dbl  thru \_\_\_\_\_ Rdbl

Card-showing  Min. Offshape T/O

**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

Cuebid is 1-round force

**JUMP OVERCALL**

Strong  Intermediate  Weak

**NOTRUMP OVERCALLS**

Direct: 15 to 18 Systems on

Conv. 2!C is Stayman

Balance: 11 to 15

Jump to 2NT: Minors  2 Lowest

Conv.

**DEFENSE VS NOTRUMP**

vs: Strong 1NT Weak 1NT

2♠ !Cs !Cs

2♦ !Ds !Ds

2♥ !Hs !Hs

2♠ !Ss !Ss

Dbl Penalty Penalty

Other: \_\_\_\_\_

**OVER OPP'S T/O DOUBLE**

New Suit Forcing: 1-level  2-level