

SPECIAL DOUBLES
 After Overcall: Penalty _____
 Negative thru 4♦
 Responsive thru 4♦ Maximal
 Support: Dbl. thru 2♥ Redbl
 Card-showing Min. Offshape T/O

SIMPLE OVERCALL
 1 level 8 to 15 HCP (usually)
 often 4 cards very light style
Responses
 New Suit: Forcing NFConst NF
 Jump Raise: Forcing Inv. Weak

JUMP OVERCALL
 Strong Intermediate Weak

OPENING PREEMPTS
 Sound Light Very Light
 3/4-bids
 Conv./Resp. _____

DIRECT CUEBID
 OVER: Minor Major Artif. Bids
 Natural
 Strong T/O
 Michaels
 Modified, mini-maxi

SLAM CONVENTIONS Gerber 4NT: Blackwood RKC 1430
 vs Interference: DOPI DEPO Level: _____ ROPI

LEADS (circle card led, if not in bold)
 versus Suits versus Notrump

⊗ x	x x ⊗ x	⊗ x	x x x x
⊗ x x	x x x ⊗ x	⊗ x x	⊗ x x x x
⊙ AK x	T 9 x	⊙ AK J x	A Q J x
K Q x	K J T x	A J T 9	A T 9 x
Q J x	K T 9 x	K Q J x	K Q T 9
J T x	Q T 9 x	Q J T x	Q T 9 x
K Q T 9	J T 9 x	J T 9 x	T 9 x x

LENGTH LEADS:
 4th Best vs SUITS vs NT
 3rd/5th Best vs SUITS vs NT
 Attitude vs NT

Primary signal to partner's leads
 Attitude Count Suit Preference

SPECIAL CARDING

NOTRUMP OVERCALLS
 Direct: _____ to _____ Systems On
 Conv. Raptor
 Balancing: 11 to 14
 Jump to 2NT: Minors 2 Lowest
 Conv. _____

DEFENSE VS NOTRUMP
 vs: Strong Weak (xx-15)
 2♣ ♣+major Single-suited
 2♦ ♦+major ♥+♠
 2♥ ♥+♠ ♥+minor
 2♠ ♠ ♠+minor
 Dbl: single-suited
 Other Balancing: Mod. Capp (X=takeout)

OVER OPP'S T/O DOUBLE
 New Suit Forcing: 1 level 2 level
 Jump Shift: Forcing Inv. Weak
 Redouble Implies no fit
 2NT Over Limit + Limit Weak
 Majors
 Minors
 Other Jump shift: fit showing

VS Opening Preempts Double Is
 Takeout thru 3♠ Penalty
 Conv. Takeout: _____
 Lebensohl 2NT Response
 Other: _____

DEFENSIVE CARDING
 vs SUITS vs NT
 Standard:
 Except
 Upside-Down:
 count
 attitude

FIRST DISCARD
 Lavinthal
 Odd/Even

OTHER CARDING
 Smith Echo
 Trump Suit Pref.
 Foster Echo

PLEASE ASK

NAMES Gary Bernstein, Shaz Taslimi #

GENERAL APPROACH
 Two Over One
 TWO OVER ONE: Game Forcing Game Forcing Except When Suit Rebid
 VERY LIGHT: Openings 3rd Hand Overcalls Preempts
 FORCING OPENING: 1♣ 2♣ Natural 2 Bids Other Walsh

NOTRUMP OPENING BIDS
 1NT 15 to 17
 3♣ 5/5 minors weak
 3♦ 5/5 minors GF
 3♥ 31(54)
 3♠ 13(54)
 5-card Major common
 System on over X & 2♣
 2♣ Stayman Puppet
 2♦ Transfer to ♥ 4♦, 4♥ Transfer
 Forcing Stayman Smolen
 2♥ Transfer to ♠ Lebensohl (Fast denies)
 2♠ Transfer to ♣ _____
 2NT Transfer to ♦ _____
 Other: Restayman, takeoutX

2NT 20 to 21
 Puppet Stayman
Transfer Responses:
 Jacoby Texas
 3♣ Forces 3NT
 3♠ Romex
 3NT _____ to _____
 Solid minor
 Conventional NT Openings

MAJOR OPENING
 Expected Min. Length 4 5
 1st/2nd
 3rd/4th

MINOR OPENING NF 0-2 Conv.
 Expected Min. Length 4 3
 1♣
 1♦

RESPONSES
 Double Raise: Force Inv. Weak
 After Overcall: Force Inv. Weak
 Conv. Raise: 2NT 3NT Splinter
 Other: 5-step raises
 1NT: Forcing Semi-forcing
 2NT: Forcing Inv. _____ to _____
 3NT: _____ to _____
 Drury : Reverse 2-Way Fit
 Other: 2♣=limit/cons with 4, 2♦=limit with 3

RESPONSES
 Double Raise: Force Inv. Weak
 After Overcall: Force Inv. Weak
 Forcing Raise: J/S in other minor
 Single raise Other: Criss-Cross Const.
 Frequently bypass 4 + ♦
 1NT/1♣ 8 to 10
 2NT Forcing Inv. 11 to 12
 3NT: 13 to 15
 Other: Mitchell over opponents' NT overcall

	DESCRIBE	RESPONSES/REBIDS
2♣ 21 to 37 HCP Strong <input checked="" type="checkbox"/> Other <input type="checkbox"/> 2♦ Resp: Neg. <input type="checkbox"/> Waiting <input type="checkbox"/>		2♦: Semi-positive (A/K/2xQ), 2♥ Double negative 2♣-2♦-2♥: Kokish
2♦ 11 to 15 HCP 5+♥, 4♠ (Flannery) Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input checked="" type="checkbox"/>		2♥, 2♠ to play 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"/>		Ogust 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"/>		Ogust 2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/>
OTHER CONV. CALLS: New Minor Forcing: <input type="checkbox"/> 2-Way NMF <input type="checkbox"/> 2♣ checkback Weak Jump Shifts not in Comp. <input type="checkbox"/> 4th Suit Forcing: 1 Round <input type="checkbox"/> Game <input checked="" type="checkbox"/> 1m-2♥=weak 5♠, 4♥, 1m-2♠=inv 5♠, 4♥ Good/bad 2NT		

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