

**SPECIAL DOUBLES**  
 After Overcall: Penalty  \_\_\_\_\_  
 Negative  thru 3♣  
 Responsive  thru 4♦ Maximal   
 Support: Dbl.  thru 2♥ Redbl   
 Card-showing  Min. Offshape T/O

**SIMPLE OVERCALL**  
 1 level 8 to 17 HCP (usually)  
 often 4 cards  very light style   
**Responses**  
 New Suit: Forcing  NFConst  NF   
 Jump Raise: Forcing  Inv.  Weak   
 Transfer advances of overcalls (off if balancing)

**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

**SLAM CONVENTIONS** Gerber  4NT: Blackwood  RKC  1430   
 Exclusion KCB; after agreement in a m, 4m=RKCB; jump to the 4 level (suit+1) = RKCB;  
 4NT = to play after m suit agreement; Queen ask;  
 vs Interference: DOPI  DEPO  Level: \_\_\_\_\_ ROPI

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

<b>x x</b>	x x x x	<b>x x</b>	x x x x
x x x	x x x x x	x x x	x x x x x
<b>A K x</b>	T 9 x	<b>A K J x</b>	A Q J x
<b>K Q x</b>	K J T x	<b>A J T 9</b>	A T 9 x
<b>Q J x</b>	K T 9 x	<b>K Q J x</b>	K Q T 9
<b>J T x</b>	Q T 9 x	<b>Q J T x</b>	Q T 9 x
<b>K Q T 9</b>	J T 9 x	<b>J T 9 x</b>	T 9 x x

**LENGTH LEADS:**  
 4th Best vs SUITS  vs NT   
 3rd/5th Best vs SUITS  vs NT   
 A & Q attitude, K = count Attitude vs NT   
 Primary signal to partner's leads  
 Attitude  Count  Suit Preference

**SPECIAL CARDING**

**NOTRUMP OVERCALLS**  
 Direct: 15 to 18 Systems On   
 Conv.  \_\_\_\_\_  
 Balancing: 12 to 16  
 Jump to 2NT: Minors  2 Lowest   
 Conv.  Mini-maxi

**DEFENSE VS NOTRUMP**  
 vs: strong / weak \_\_\_\_\_  
 2♣ ♣s + one major \_\_\_\_\_  
 2♦ ♦s + one major \_\_\_\_\_  
 2♥ ♥s + ♠s \_\_\_\_\_  
 2♠ ♠s \_\_\_\_\_  
 Dbl: one suiter \_\_\_\_\_  
 Other: Balancing modified Capp. (X=T.O.)

**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 \_\_\_\_\_

**VS Opening Preempts Double Is**  
 Takeout  thru 4♥ Penalty   
 Conv. Takeout: 3m-4♠=majors; 4♦= 1suiter  
 Lebensohl 2NT Response   
 Other: Leaping Michaels

**VS Opening Preempts Double Is**

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

**FIRST DISCARD**  
 Lavinthal    
 Odd/Even    
 upside-down

**OTHER CARDING**  
 Smith Echo    
 Trump Suit Pref.    
 Foster Echo

PLEASE ASK

**NAMES** HAYK BOSNAKYAN - GARY BERNSTEIN (August -2009) # J565958  
**GENERAL APPROACH**  
 2/1 GAME FORCE (except 1♦-2♣); (1♦-2♣-3NT= 18-19 HCP)  
**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

**NOTRUMP OPENING BIDS**  
 15 1NT to 17  
 3♣ Weak 5-5 m  
 3♦ Strong 5-5 m  
 3♥ Splinter ♥s  
 3♠ Splinter ♠s  
 5-card Major common   
 System on over X, 2♣  
 2♣ Stayman  Puppet  Romex; after St.other M=slam inv.  
 2♦ Transfer to ♥  4♦, 4♥ Transfer   
 Forcing Stayman  Smolen   
 2♥ Transfer to ♠  Lebensohl  (dir. denies) Conventional NT Openings  
 2♠ Transfer to ♠s Neg. Double  3-level Super accept Ms with 4  
 2NT Transfer to ♦s Other: Weissberger 3♠s game or slam inv., 4♠=game.

2NT 20 to 21  
 Puppet Stayman   
**Transfer Responses:**  
 Jacoby  Texas   
 3♠ relay to 3NT then  
 3NT \_\_\_\_\_ to \_\_\_\_\_  
 Solid 7-8 card m, gambling

**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 Bergen raises, on after X  
 1NT: Forcing  Semi-forcing   
 2NT: Forcing  Inv.  \_\_\_\_\_ to \_\_\_\_\_  
 3NT: 13 to 15 4-3-3-3  
 Drury : Reverse   Fit   
 Other: Drury 2♦=3-card limit raise

**RESPONSES**  
 Double Raise: Force  Inv.  Weak   
 After Overcall: Force  Inv.  Weak   
 Forcing Raise: J/S in other minor   
 Single raise  Other: Criss-cross=limit  
 Frequently bypass 4 + ♦   
 1NT/1♣ 8 to 10  
 2NT Forcing  Inv.  11 to 12  
 3NT: 13 to 15  
 Other: \_\_\_\_\_

**DESCRIBE** or 8 1/2 tricks  
 2♣ 21+ to \_\_\_\_\_ HCP  
 Strong  Other   
 2♦ Resp: Neg.  Waiting   
 2♦ 11 to 16 HCP Flannery  
 Natural: Weak  Intermediate  Strong  Conv.   
 2♥ 5 to 11 HCP  
 Natural: Weak  Intermediate  Strong  Conv.   
 2♠ 5 to 11 HCP  
 Natural: Weak  Intermediate  Strong  Conv.

**RESPONSES/REBIDS**  
 2♥=bust <2Qs or 1K; Kokish;  
 2NT= balanced 9+ HCPs  
 2♠/3m/3♥=5+ with 2honors  
 2NT Force  New Suit NF   
 Ogust: 4X = CAB  
 2NT Force  New Suit NF   
 Ogust: 4X = CAB  
 2NT Force  New Suit NF

**OTHER CONV. CALLS:** New Minor Forcing:  one rd. 2-Way NMF   
 Weak Jump Shifts not in Comp.  \_\_\_\_\_ 4th Suit Forcing: 1 Round  Game   
 Fit showing jumps in comp. or by a passed hand; Good/bad 2NT in many situations;  
 Lebensohl 2NT=good hand; 2 way game tries; Cappilietti cheapest cue-bid=6-4 in the other suit  
 1♦-2♥=5♠s 4+♥s weak; ELC; 1m-1M-4m=6-4 17pts. control; 1m-1M-4M=19pts dist.  
 T.O. doubles at low levels; Serious 3NT after major suit fit invites cue-bidding; after  
 a major suit fit is found at the two level next step is shortness asking;  
 1M-1NT-2♦ promises four; after 1X - 1Y - 2NT systems on as if partner opened 2NT; If we  
 use DONT and opponents interfere X asks for the unknown suit;  
 Systems on after 1M - Double ? (i.e. 2X=game force, 5 step raises); after a reverse 4th suit  
 shows weakness, 2NT is strong; Rescue system after 1NT-X for penalty.