

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
 Cue-bid is one-round force, may be limit

JUMP OVERCALL
 Strong Intermediate Weak
 Intermediate in balancing seat

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
 0314, 4 of agreed minor after bypassing 3NT is RKC
 Exclusion, Specific Kings
 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 x x
⊙ A K x	T 9 x	⊙ A K J x	A Q J x
K Q x	K J T x	A J T 9	A T ⊙ x
Q J x	K T ⊙ x	K Q J x	K Q T 9
J T x	Q T ⊙ 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: 15 to 18 Systems On
 Conv. _____
 Balancing: 11 to 14
 Jump to 2NT: Minors 2 Lowest
 Conv. Mini-Maxi

DEFENSE VS NOTRUMP
 vs: Strong Weak
 2♣ ♣ + One major Modified DONT
 2♦ ♦ + One major
 2♥ Majors SUCTION where
 2♠ Natural permitted
 Dbl: One suit _____
 Other _____
 Weak NT=xx-15, Strong NT=15-xx

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 Jordan

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

DEFENSIVE CARDING
 vs SUITS vs NT
 Standard:
 Except
 A,Q ask attitude, K asks count
 Coded 9's and 10's
 Upside-Down:
 count
 attitude

FIRST DISCARD
 Lavinthal
 Odd/Even

OTHER CARDING
 Smith Echo
 Trump Suit Pref.
 Foster Echo

PLEASE ASK

NAMES Gary & Renee (Feb 5, 2008) # J115456

GENERAL APPROACH
 2 over 1
 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
 1NT 15 to 17
 3♣ 5/5 Weak
 3♦ 5/5 Game Forcing
 3♥ splinter
 3♠ splinter
 5-card Major common
 System on over everything
 2♣ Stayman Puppet
 2♦ Transfer to ♥ 4♦, 4♥ Transfer
 Forcing Stayman Smolen
 2♥ Transfer to ♠ Lebensohl (dir denies)
 2♠ Transfer to ♣ _____
 2NT Transfer to ♦ _____
 Neg. Double _____
 Other: Super acceptance

2NT 20 to 21
 Puppet Stayman
Transfer Responses:
 Jacoby Texas
 3♣ Relay to 3NT, possible minor suit slam interest
 3NT _____ to _____
 Solid 7-8 Major
 Conventional NT Openings
 Smolen; 1NT-2♣-2♦-2♥=weak
 Phoney Stayman

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-4-suit
 1NT: Forcing Semi-forcing
 2NT: Forcing Inv. _____ to _____
 3NT: 13 to 15
 Drury : Reverse 2-Way Fit
 Other: 2♣=limit or const with 4, 2♦=limit w. 3

RESPONSES
 Double Raise: Force Inv. Weak
 After Overcall: Force Inv. Weak
 Forcing Raise: J/S in other minor
 Single raise Other: Criss-Cross
 Frequently bypass 4 + ♦
 1NT/1♣ 6 to 10
 2NT Forcing Inv. 11 to 12
 3NT: 13 to 15
 Other: Mitchell over opponent's 1NT overcall

DESCRIBE 2♥ = < 1K or 2Q's
 2♣ 20 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
 Birthright (Kokish)
 2♣-2♦-2♥-2♠-2N=25+
 4♣♦=trnsfr
 2NT Force New Suit NF
 OGUST
 2NT Force New Suit NF
 OGUST
 2NT Force New Suit NF

OTHER CONV. CALLS: New Minor Forcing: 2-Way NMF
 Weak Jump Shifts not in Comp 4th Suit Forcing In Round Game
 1m-1M, 1NT-2♣ is forcing; SUCTION (strong ♣)
 1m-1M, 4m=6-4, 2-way game tries, Good-Bad 2NT in many situations (2NT always GOOD)
 Lebensohl in resp to reverses, 2-level TO X's (2NT = good), Cappelletti cue bids

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