

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 16 HCP (usually)
 often 4 cards very light style
Responses
 New Suit: Forcing NFConst NF
 Jump Raise: Forcing Inv. Weak

JUMP OVERCALL
 Strong Intermediate Weak
 Intermediate when vul & in balancing

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

DIRECT CUEBID
 OVER: Minor Major Artif. Bids
 Natural
 Strong T/O
 Michaels Mod

SLAM CONVENTIONS Gerber : 4NT: Blackwood RKC 1430
 When minor agreed, 4♣=4♦=RKCB / Exclusion / RKC = 1430
 5NT asks specific K:s
 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 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 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: 15 to 18 Systems On
 Conv. _____
 Balancing: 11 to 14
 Jump to 2NT: Minors 2 Lowest
 Conv. Mini-Maxi

DEFENSE VS NOTRUMP
 vs: Direct Balancing
 2♣ ♣ + one major One suit
 2♦ ♦ + one major Majors
 2♥ majors ♥ + minor
 2♠ spades ♠ + minor
 Dbl: One suit General Balance
 Other SUCTION where permitted
 Weak = XX to 15, Strong = 15-18

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 XX forcing one round

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

DEFENSIVE CARDING
 vs SUITS vs NT
 Standard:
 Except
 Leads: A,Q ask attitude, K asks count
 Coded 9's and T's
 Upside-Down:
 count
 attitude

FIRST DISCARD
 Lavinthal
 Odd/Even

OTHER CARDING
 Smith Echo reverse
 Trump Suit
 Foster Echo

PLEASE ASK

GENERAL APPROACH
 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♣ Bad minors
 3♦ Good minors
 3♥ splinter: 5/4 minors
 3♠ splinter 5/4 minors
 5-card Major common
 System on over X, 2C
 2♣ Stayman Puppet
 2♦ Transfer to ♥ 4♦, 4♥ Transfer
 Forcing Stayman Smolen
 2♥ Transfer to ♠ Lebensohl (dir denies)
 2♠ Transfer to ♣ Neg. Double
 2NT Transfer to ♦ Other: Super Accept, Phony Stayman, Weisberger

2NT _____ to _____
 Puppet Stayman
Transfer Responses:
 Jacoby Texas
 3♠ Relay to 3NT
 ROMEX PUPPET
 3NT _____ to _____
 Minor suit preempt

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; 1♥=2♠=shortness
 1NT: Forcing Semi-forcing
 2NT: Forcing Inv. _____ to _____
 3NT: preempt to 5HCP
 Drury : Reverse 2-Way Fit
 Other: 1M-1NT/2♦ promises 4+♦s
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♣ 8 to 10
 2NT Forcing Inv. _____ to _____
 3NT: 13 to 15
 Other: Mitchell over opponent's NT overcall

DESCRIBE **RESPONSES/REBIDS**
 2♣ 20+ to _____ HCP
 Strong Other
 2♦ Resp: Neg. Waiting
 2♦ 11 to 16 HCP 5or 6♥, 4♠ (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.
 Kokish (2♣ .2NT = 24+)
 2♥ LT 2Q's or 1K
 3♣, 3♦, 3♥, 3♠ invit.
 2NT Force New Suit NF
 Ogust, 4♣ = RKCB
 2NT Force New Suit NF
 Ogust, 4♠ = RKCB
 2NT Force New Suit NF

OTHER CONV. CALLS: New Minor Forcing: 2-Way NMF
 Weak Jump Shifts not in Comp. 4th Suit Forcing: 1 Round Game
 1m-1M, 1NT-2♣ forcing, 1m-1M, 4m=6, 4m/M Good/Bad 2NT many situations (2NT=good)
 All 2NT lebensohl responses are GOOD hands; Smith transfers advances
 1♣=1♦=2♥=5♠'s, 4+♥'s & constr, 2♠=limit, 1♠=1S/1NT-2♥= GF