

SPECIAL DOUBLES

After Overcall: Penalty [] Negative [] thru 7♥ Responsive []: thru 7♣ Maximal [] Support: Dbl. [] thru 2 of suit Redbl [] Card-showing [] Min. Offshape T/O [] Snapdragon, spl/lower unbid xcpt.nv v v, Bergen: Nat/T/O

SIMPLE OVERCALL

1 level 7 to 17 HCP (usually) often 4 cards [] very light style [] Responses 1/1, 2/2: Forcing 1-rnd; 2/1: Constructive NF 2Q:Const, inv 2N, or Strg; 2NT:LR+ if 2Q avail; 3Q:Mxd

JUMP OVERCALL

Strong [] Intermediate [] Weak [] 2NT asks shortness: NLMH

OPENING PREEMPTS

Sound Light Very Light 3/4-bids [] [] [] Conv./Resp.

DIRECT CUEBID

OVER: Minor Major Artif. Bids Natural [] [] [] Strong T/O [] [] [] Michaels [] [] [] 2NT: starts invite; ♠: p/c

SLAM CONVENTIONS Gerber []: 4NT: Blackwood [] RKC [] 1430 [] Minor KC: suit or +1 w 4-level agreement; KC for ♥ is ♠ 3014 Roman Gerber: 3rd/4th steps 2 min/max PKCG Specific Ace & King asks vs Interference: DOPI [] DEPO [] Level: ROPI []

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

Table with lead patterns for suits and notrump. Includes combinations like xx, xxx, AKx, KQx, QJx, JT x, KQT 9 and their notrump equivalents like x x, x x x x, A K J x, A Q J x, A J T 9, A T 9 x, K Q J x, K Q T 9, J T x, Q T 9 x, J T 9 x, T 9 x x.

LENGTH LEADS:

3rd low from odd vs SUITS [] Attitude vs NT []

Primary signal to partner's leads Attitude [] Count [] Suit Preference []

SPECIAL CARDING

NOTRUMP OVERCALLS

Direct: 15 to 18 Systems On [] Conv. [] don't show their M; TranQ: short Balancing: 11 to 14m/17M Jump to 2NT: Minors [] 2 Lowest [] Conv. [] 2♣ 3-way Range Stayman

DEFEN 1 & 2 Notrump

vs: Direct: Bal, Pen, /Dead' 2♣ Majors (2♦ asks) ♠+higher 2♥ One Major ♦+higher 2♦ Nat 4+c +5+c m ♥ Majors 2♠ Nat 4+c +5+c m ♠ Natural Dbl: Penalty, PH as bal Relay 2♣* 2NT: Minors *single suit or better spades; 3-lvl: Nat, M: highly invitational

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: /M: trans@NT, 3M-1:Mxd; HidSpl; /m: 3m:LR

VS Opening Preempts Double Is

Takeout [] thru 4♥ Penalty [] Conv. Takeout: Transfer lebensohl Lebensohl 2NT Response [] Other: Leap & non-leap Michaels. GF

DEFENSIVE CARDING

vs SUITS vs NT Standard: [] [] [] Except [] @NT: AorQ: unblock; K: att @suit 5-level: A: att to K or sp; K:sp Upside-Down: count [] [] [] attitude [] [] [] During: J denies, 10or9 = 0or2 higher Standard remainder count

Smith Echo [] [] Trump Suit Pref. [] [] Foster Echo [] []

PLEASE ASK

NAMES

Cris Barrere & Bob Thomson

Q922497

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 []

NOTRUMP OPENING BIDS

14+ 1NT to 17 to 5-card Major common [] System on over X & 2♣ 2♣ Stayman [] Puppet [] 2♥ Transfer to ♥ [] Forcing Stayman [] 2♦ Transfer to ♦ [] 2♠ >♠ (step: neutral) 2NT >♦ (suit fit) 3♣ Puppet (3♦: no 5-c) 3♦ 55 Majors inv+ 3♥ 31(54) GF 3♠ 13(54) GF Baze: oM:short; 4♣KC; 4♦Qnt 4♦, 4♥ Transfer [] 2 spr acpt 4♣ Smolen [] Modified Lebensohl [] Fast denies) Neg. Double [] @2♣&3-level Other: Trans leb: 3♠♦, 3♦>M

2NT 20 to 21 Puppet Stayman [] Transfer Responses: Jacoby [] Texas [] 3♣ relay to 3NT for m, 4m:KCw4N neg; 4M: short 3NT to Gambling w AorK 1st or 2nd Conventional NT Openings (X pen): DONT M>♠ or m, (M): Stay w/o

MAJOR OPENING

Expected Min. Length 4 5 1st/2nd [] [] 3rd/4th [] []

RESPONSES

Double Raise: Mixed [] After Overcall: Force [] Inv. [] Weak [] Conv. Raise: 2NT [] 3NT [] Other: +1: Kokish try; NS: Short; Mod Jacoby 1NT: Forcing [] Semi-forcing [] 2NT: Forcing [] Inv. [] to 3NT: art to spl Drury []: Reverse [] 2-Way [] Fit [] Other: 1♥-(1♠)-2♣Drury; 1♥-3♠, 1♠-3N-9-11 splinter

MINOR OPENING

Expected Min. Length 4 3 NF 0-2 Conv. 1♣ [] [] [] [] 1♦ [] [] [] []

RESPONSES

Double Raise: Force [] Inv. [] Weak [] After Overcall: Force [] Inv. [] Weak [] Forcing Raise: J/S in other minor [] Single raise [] Other: 1m-2♥: RevFlan Frequently bypass 4 + ♦ [] 1m-2♠: Mxd 1NT/1♣ 8-10 on if jump Inverted minors w art responses 2NT: 11-12; 3NT: 13-15 non-slammish Oth Wolf/2NT rebid; Spiral: +1 suit

DESCRIBE

2♣ to HCP Two-way 2♥ relay Anteference: X: Neg, P, XX: GF Strong [] Other [] 2♦ Resp: Neg. [] Waiting [] Cheaper minor: Negative 2♦ 4 to 10 HCP May have 4-c major 3M: 4-c; 3♣: min/max; 3♦: avg Natural: Weak [] Intermediate [] Strong [] Conv. [] 2NT Force [] New Suit NF [] 2♥ 4 to 10 HCP Mod Ogust: 3♣ 5-c, ♦♥♠: LMH Natural: Weak [] Intermediate [] Strong [] Conv. [] 2NT Force [] New Suit NF [] 2♠ 4 to 10 HCP trans(X)@2NT Natural: Weak [] Intermediate [] Strong [] Conv. [] 2NT Force [] New Suit NF [] OTHER CONV. CALLS: New Minor Forcing: [] 2-Way NMF [] XYZ Weak Jump Shifts not in Comp. [] 4th Suit Forcing: 1 Round [] Game [] INV JS UPH: 1♣-2♦, 1♦-3♣, 1M-3m, 1♥-2♠, 1♠-3♥m-2M, 1♠-3♦; m on cmp; 1m-3lvl: gf spl Specialty JS: 1m-2M on if jump.; JS PH 3-lvl or we oc: Fit. 2/1 2♣: Nat or bal. Tran/M-(X) 1m-(1NT)-2♣: Ms+trans. 1M-(1NT): 2♣>♦ 2♦: Nat+oM, 2oM: Nat+♠. Mathe/(1♣&1♠-1♦)