



NAMES Fred Schenker & Bernie Greenspan

**GENERAL APPROACH**

Polish Club w/multi

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

5-card Major common  System on over x, 2♣

2♣ Stayman  Puppet

2♦ Transfer to ♥  Forcing Stayman  2♥ Transfer to ♠  2♠ Quan. or ♣  2NT xfer ♦

3♣ Puppet  3♦ 5/5minors Slamish  3♥ 1-3-(5-4)  3♠ 3-1-(5-4)

4♦, 4♥ Transfer  Smolen  Lebensohl  FAST denies  Neg. Double  Other: Bid suit to accept

2NT 4(6v) to 11  
Puppet Stayman

Transfer Responses:  
Jacoby  Texas

3♠ forces 3NT - minor suit hand inv

3NT  to  Gambling

Conventional NT Openings  
2N 6-10hcp 5-5minors

**MAJOR OPENING**

Expected Min. Length	4	5
1st/2nd	<input type="checkbox"/>	<input type="checkbox"/>
3rd/4th	<input type="checkbox"/>	<input type="checkbox"/>

**RESPONSES**

Double Raise: Force  Inv.  Weak

After Overcall: Force  Inv.  Weak

Conv. Raise: 2NT  3NT  Splitter

Other: 2N = Mixed or limit raise, 1NT: Forcing  Semi-forcing

2NT: Forcing  Inv.  to

3NT:  to

Drury  Reverse  2-Way  Fit  1M-2C includes forcing raises  Other: Short suit / Denial suit game tries

**MINOR OPENING**

Expected Min. Length	4	3	0-2	Conv.
1♣	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
1♦	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

**RESPONSES**

Double Raise: Force  Inv.  Weak

After Overcall: Force  Inv.  Weak

Forcing Raise: J/S in other minor  Single raise  Other:

Frequently bypass 4+♦

1NT/1♣ 8 to 10

2NT Forcing  Inv.  13 to 15/18+

3NT: 15 to 17

Other: 1♠-1♦ neg or 7-11 w minor(s)

**DESCRIBE RESPONSES/REBIDS**

2♣ <u>4/8</u> to <u>9/11</u> HCP Strong <input type="checkbox"/> Other <input type="checkbox"/>	both majors	2♦, 2N asking
2♦ Resp: Neg <input type="checkbox"/> Waiting <input type="checkbox"/>		3♣=♥ inv, 3♦=♠ inv
2♦ <u>4/6</u> to <u>9/11</u> HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>		one 6 card major
2♥ <u>4/6</u> to <u>9/11</u> HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	5♥&4+m	2N asks, 3♣ p or correct
2♠ <u>4</u> to <u>11</u> HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	5♠&4+m	2N asks, 3♣ p or correct

**OTHER CONV. CALLS:** New Minor Forcing:  2-Way NMF  xyz

Weak Jump Shifts: In Comp.  Not in Comp.

4th Suit Forcing: 1 Rd.  Game  Transfers after 1M-(x) and (1m)-1M-neg x

If opener rebids at 2-level, cheapest new suit is a puppet

Unus. vs Unus.  Suction vs Strong 1♣ nonserious 3NT Leb/rev

After 1♣-1M, 2♦ is 18+, 3+M  Fit showing jumps bph and in competition

**SPECIAL DOUBLES**

After Overcall: Penalty  \_\_\_\_\_

Negative  thru 4♠

Responsive  : thru 3♠ Maximal

Support: Dbl.  thru 2 maj Redbl

Card-showing  Min. Offshape T/O

**NOTRUMP OVERCALLS**

Direct: 15 to 18 Systems on

Conv.  Sandwich only bph

Balancing: 10 to 16

Jump to 2NT: Minors  2Lowest

Conv.  2♣ range Stayman

**DEFENSE VS NOTRUMP**

vs: Strong \_\_\_\_\_ Weak \_\_\_\_\_

2♣ ♥ & ♠  ♥ & ♠

2♦ ♥ or ♠  ♦

2♥ ♥ and m  ♥

2♠ ♠ and m  ♠

Dbl: 5+m and 4M Penalty-ish

Other Dbl may be 18+

2N both minors or strong w Majors

**SIMPLE OVERCALL**

1 level 7 to 17+ HCP (usually)

often 4 cards  very light style

**Responses**

New Suit: Forcing  NFConst  NF

Jump Raise: Forcing  Inv.  Weak

Q=1 rd f; Jump Q= Mixed raise

**JUMP OVERCALL**

Strong  Intermediate  Weak

freq 5 nv @ 2 level

**OPENING PREEMPTS**

Sound	Light	Very Light
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

3/4-bids

Conv./Resp.

**DIRECT CUEBID**

OVER:	Minor	Major
Natural	<input type="checkbox"/>	<input type="checkbox"/>
Strong T/O	<input type="checkbox"/>	<input type="checkbox"/>
Michaels	<input type="checkbox"/>	<input type="checkbox"/>

**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	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Minors	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Other	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

**VS Opening Preempts Double Is**

Takeout  thru 4♥ Penalty

Conv. Takeout: 4N

Lebensohl 2NT Response

Other: Leaping Michaels

**SLAM CONVENTIONS** Gerber  4NT: Blackwood  RKC  1430

Kickback for Hearts  Specific Kings  Exclusion

Gerber directly over NT  Optional Key Card for minors

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
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 9 Q T 9 x	Q J T x Q T 9 x
K Q T 9	J T 9 x T 9 x x

**LENGTH LEADS:**

4th Best vs SUITS  vs NT

3rd/5th Best vs SUITS  vs NT

vs Nt: A for attitude, K for count vs NT

**Primary signal to partner's leads**

Attitude  Count  Suit preference

**DEFENSIVE CARDING**

Standard:	vs SUITS	vs NT
Except <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Upside-Down:		
count	<input type="checkbox"/>	<input type="checkbox"/>
attitude	<input type="checkbox"/>	<input type="checkbox"/>

**FIRST DISCARD**

Lavinthal

Odd/Even

ud

**OTHER CARDING**

Smith Echo Rev

Trump Suit Pref.

Foster Echo

**SPECIAL CARDING**

**PLEASE ASK**