



NAMES Andrew and Bill August 5 2021

GENERAL APPROACH

2/1 GF

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 14+ to 17- 3♣ ♦

to 3♦ ♥ splinter

5-card Major common 3♥ ♠ splinter

System on over K, 2♣ unl 3♠ 4=1=4=4

2♣ Stayman Puppet ess Landy (pens interest)

2♥ Transfer to ♥ 4♦, 4♥ Transfer through 3♠

Forcing Stayman Smolen Rubensohl

2♥ Transfer to ♠ Lebensohl (slow denies)

2♠ range ask/♣ Neg. Double 3♠

2NT Puppet Other: /♦=1M, X= Stayman Xfers/Xfers

2NT 19+ to 21-

Puppet Stayman

Transfer Responses:

Jacoby Texas

3♠ MSS: 4♣=♣

Lallipup (modified puppet)

3NT to

gambling

Conventional NT Openings

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 Splinter

Other: 2NT LR+ w & w/out comp

1NT: Forcing Semi-forcing

2NT: Forcing Inv. to

3NT: to

Drury : Reverse 2-Way Fit

Other: 3 lower = natural, inv; 3M mixed; BPH M(1nt)X or ♥(♠)2♦ Drury

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: 3m only wk bid

Frequently bypass 4+♦

1NT/1♣ 8 to 10

2NT Forcing Inv. F/♣ to Inv/♦

3NT: 16 to 17

Other: 3m mixed; 1m-1NT-2NT art

DESCRIBE RESPONSES/REBIDS

2♣ <input type="checkbox"/> to <input type="checkbox"/> HCP	Strong <input type="checkbox"/> Other <input type="checkbox"/>	21+ or 9+ tricks	Cheapest 3m 2nd negative
2♦ Resp: Neg <input type="checkbox"/> Waiting <input type="checkbox"/>		unless good suit	8 Birthright/Kokish
2♦ 3/5 to 10 HCP	Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	Multi (see pre-alc)	2NT and minors only force
2♥ 3/5 to 9/10 HCP	Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	Majors (see pre-alc)	2NT asks description
2♠ 3/5 to 10 HCP	Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	wk 2 nv, ♠+m vul	Og nv/=; Inv unf; 3♥ inv unf

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

Weak Jump Shifts: In Comp. Not in Comp. 1♣-2♠ only; RFR; 1♥-2♠ sub-inv

4th Suit Forcing: 1 Rd. Game Gazzilli; Wolff exc in comp; Good-Bad 2NT

/Suct, Resp X dbl neg, P val, suits nat; subsqnt X's penalty, P=uncertain re strain

UVU/UVM(ch=sup); JSinComp fit or art raise; /1♣-1NT ♥ X=5♠4+m

Str ♣-Math; X/♦=M, 1NT shade, 2♦ nat, 3♦ str Mike; X/1♣-1♥/1NT(♠) = t/o

NOTRUMP OVERCALLS

Direct: 15 to 18 Systems on

Conv. SysOn/Balancing 1NT

Balancing: 11 to 15

Jump to 2NT: Minors 2Lowest

Conv. xfers after 2NT o/c

DEFENSE VS NOTRUMP

vs: Strong Weak

2♣ Majors Majors

2♦ ♥ or ♠ ♥ or ♠

2♥ ♥+minor ♥+minor

2♠ ♠+minor ♠+minor

Dbl: 4M5m or ♦ Penalty

Other BPH X=Wool, 2♣ ♣, ♦ min

BPH 2♥♥/m, 2♠ nat

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 Mod xfers/1MX; JS fit or mix

VS Opening Preempts Double Is

Takeout thru 4♠ Penalty

Conv. Takeout: 4NT

Lebensohl 2NT Response

Other: /2NTms, XPens, ♣=5♥4♠, ♦=5♠4♥

SPECIAL DOUBLES

After Overcall: Penalty

Negative thru 4♠

Responsive : thru 4♠ Maximal

Support: Dbl. thru 2♥ Redbl

Card-showing Min. Offshape T/O

Advancer XorXX=AxorKx thru our 2M

SIMPLE OVERCALL

1 level 7 to 18 HCP (usually)

often 4 cards very light style

Responses

New Suit: Forcing NFConst NF

Jump Raise: Forcing Inv. Weak

JQ=mixed; 2NT/M LR+; mod xfer ad

JUMP OVERCALL

Strong Intermediate Weak

Intermediate unfavorable

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"/>

Cuebid top and another

SLAM CONVENTIONS Gerber : 4NT: Blackwood RKC 1430

0314 minors and exclusion and Minorwood

Minorwood

vs Interference: DOPI DEPO Level: 5 trump suit+ 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
(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

Suits: 3rd from even, 3/5 from odd

K from AK vs suits above 4 level

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	<input type="checkbox"/>	<input type="checkbox"/>
Odd/Even	<input type="checkbox"/>	<input type="checkbox"/>

OTHER CARDING 6 Rainbow

Smith Echo Reverse	<input type="checkbox"/>	<input type="checkbox"/>
Trump Suit Pref.	<input type="checkbox"/>	<input type="checkbox"/>
Foster Echo	<input type="checkbox"/>	<input type="checkbox"/>

SPECIAL CARDING

PLEASE ASK