

SPECIAL DOUBLES

After Overcall: Penalty [] thru []
Negative [] thru []
Responsive [] : thru [] Maximal []
Support: Dbl. [] thru [] Redbl []
Card-showing [] Min. Offshape T/O []
Snapdragon

NOTRUMP OVERCALLS

Direct: 15 to 18 Systems on []
Conv. [] Front of Card
Balancing: 11 to 16
Jump to 2NT: Minors [] 2Lowest []
Conv. [] Range Stayman

DEFENSE VS NOTRUMP

vs: Strong Weak
2♣ 1 suiter Majors
2♦ ♥'s & ♠'s Transfer to ♥'s
2♥ ♥'s & minor Transfer to ♠'s
2♠ ♠'s & minor Transfer to ♣'s
Dbl: 4C Maj & 5+min 15+ HCP's
Other 3♣ Trans to ♠'s
Over Wk NT-Dbl-P Bid as Systems On

SIMPLE OVERCALL

1 level 6 to 16+ HCP (usually)
often 4 cards [] very light style []
Responses
New Suit: Forcing [] NFConst [] NF []
Jump Raise: Forcing [] Inv. [] Weak []
F@1&3lev, NFC@2Lev, Fit Jumps

JUMP OVERCALL

Strong [] Intermediate [] Weak []
2NT=Shortness Ask

OPENING PREEMPTS

Sound Light Very Light
3/4-bids [] [] []
Conv./Resp. 4♣ =RKC(4♦/3♣)

DIRECT CUEBID

OVER: Minor Major
Natural [] []
Strong T/O [] []
Michaels [] []

SLAM CONVENTIONS Gerber []: 4NT: Blackwood [] RKC [] 1430 []
RKC Gerber (1st & Last NT), Kickback/minor & Hearts, Exclusion

Specific Kings Ask

vs Interference: DOPI [] DEPO [] Level: 5Lvl & 6Lvl 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
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 Q 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 []
Attitude vs NT []

Primary signal to partner's leads

Attitude [] Count [] Suit preference []

SPECIAL CARDING

DEFENSIVE CARDING

Standard: [] []
Except []
No Rusinow in Partners Suit or
at 5/6 level (K=Count, A/Q=Att)

Upside-Down:
count [] []
attitude [] []

FIRST DISCARD

Lavinthal [] []
Odd/Even [] []

OTHER CARDING

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

PLEASE ASK

NAMES

GENERAL APPROACH
2/1 Game Force
Two Over One: Game Forcing [] Game Forcing Except When Suit Rebid []
VERY LIGHT: Openings [] 3rd Hand [] Overcalls [] Preempts []
FORCING OPENING: 1♣ [] 2♣ [] Natural 2Bids [] Other []

NOTRUMP OPENING BIDS

1NT 15 to 17
3♣ Scrambled Eggs
3♦ 5/5 Minors Strong
3♥ 5/5 Majors Invite
3♠ 5/5 Majors Forcing
5-card Major common []
System on over X, 2♣, 2N, 3♣
2♣ Stayman [] Puppet []
2♦ Transfer to ♥ [] 4♦, 4♥ Transfer []
Forcing Stayman [] Smolen []
2♥ Transfer to ♠ [] Lebensohl [] (Fast denies)
2♠ Transfer to 3♣ Neg. Double [] 2lvi & 3lvi
2NT Transfer to 3♦ Other: Moscow Escapes []

2NT 20 to 21
Puppet Stayman []
Transfer Responses:
Jacoby [] Texas []
3♠ Transfer to 4♣
3N = Transfer to 4♦
3NT [] to []
Gambling

Conventional NT Openings

MAJOR OPENING

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

RESPONSES

Double Raise: Force [] Inv. [] Weak []
After Overcall: Force [] Inv. [] Weak []
Conv. Raise: 2NT [] 3NT [] Splinter []
Other: 2 Tier Splinter, Bergen UPH
1NT: Forcing [] Semi-forcing []
2NT: Forcing [] Inv. [] to []
3NT: 15 to 17
Drury []: Reverse [] 2-Way [] Fit []
Other: Fit in Comp or BPH, Constr Raise

MINOR OPENING

Expected Min. Length 4 3 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: GF, JSom=LR
Frequently bypass 4+♦ []
1NT/1♣ 6 to 10
2NT Forcing [] Inv. [] 10+ to 12
3NT: 13 to 15
Other: WJS/1m and Comp, JS=Fit BPH

DESCRIBE

RESPONSES/REBIDS

2♣ 22 to + HCP
Strong [] Other []
Or 8.5 Quick Tricks Denies 3 Ctrls
honors & 3+Ctrls except 3♣
2♦ Resp: Neg [] Waiting [] Cheapest 3Bid=Dbl Neg
2♦ 5 to 10 HCP
Freq 5cds 1st&2nd NV OGUST Variation, Otherwise Feature
Natural: Weak [] Intermediate [] Strong [] Conv. [] 2NT Force [] New Suit NF []
2♥ 5 to 10 HCP
Freq 5cds 1st&2nd NV OGUST Variation, Otherwise Feature
Natural: Weak [] Intermediate [] Strong [] Conv. [] 2NT Force [] New Suit NF []
2♠ 5 to 10 HCP
Freq 5cds 1st&2nd NV OGUST Variation, Otherwise Feature
Natural: Weak [] Intermediate [] Strong [] Conv. [] 2NT Force [] New Suit NF []

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

Weak Jump Shifts: In Comp. [] Not in Comp. [] WJS over 1m & Dbl

4th Suit Forcing: 1 Rd. [] Game [] Western Cue, Wolff Runouts, McCabe

vs strong 1♣ & 2♠ (suction all the way), Brozel versus 2NT, 2-Way Game Tries

Un/Un(LQ=LS), Rosenberg (1m-1M-2M-2N), Kokish over 2C