



SPECIAL DOUBLES

After Overcall: Penalty _____
 Negative thru 3♠
 Responsive : thru 3♠ Maximal
 Support: Dbl. thru 2 level Redbl
 Card-showing Min. Offshape T/O

NOTRUMP OVERCALLS

Direct: 15 to 17 Systems on
 Conv. Raptor / 1♠ or 1♥
 Balancing: _____ to _____
 Jump to 2NT: Minors 2 Lowest
 Conv. 4 in o-MAJ + 5+ in minor

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GENERAL APPROACH

2 over 1 with gadgets
 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 _____

SIMPLE OVERCALL

1 level 7+ to _____ HCP (usually)
 often 4 cards very light style
 Responses
 New Suit: Forcing NF Const NF
 Jump Raise: Forcing Inv. Weak

DEFENSE VS NOTRUMP

vs: strong _____ weak (<16)
 2♣ ♣ + higher _____ single suit
 2♦ ♦ + higher _____ ♠ & ♥
 2♥ ♥ & ♠ _____ ♥ + minor
 2♠ ♠ _____ ♠ + minor
 Dbl: single suit
 Other dbl = pen. / weak if UPH
 dbl = ♣ suit / weak if PH

NOTRUMP OPENING BIDS

1NT 15 to 17
 _____ to _____
 5-card Major common
 System on over Dbl. 2♣
 2♣ Stayman Puppet
 2♦ Transfer to ♥ 4♦, 4♥ Transfer
 Forcing Stayman Smolen
 2♥ Transfer to ♠ Lebensohl (fast denies)
 2♠ Transfer to ♣ _____ Neg. Double 8+ hcp
 2NT Transfer to ♦ _____ Other: Pre & Super accepts _____

2NT 20 to 21
 Puppet Stayman
 Transfer Responses:
 Jacoby Texas
 3♠ Gen Slam Invite

3NT _____ to _____
 Gambling

Conventional NT Openings

JUMP OVERCALL

Strong Intermediate Weak

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 jump shift shows a fit

OPENING PREEMPTS

Sound Light Very Light
 3/4-bids
 Conv./Resp. vary by vulnerability

MAJOR OPENING

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

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
 Conv. Raise: 2NT 3NT Splinter
 Other: 3NT = 13-15 hcp, 3-3-(3-4)
 1NT: Forcing Semi-forcing
 2NT: Forcing Inv. _____ to _____
 3NT: _____ to _____
 Drury : Reverse 2-Way Fit
 Other: Bergen Raises

RESPONSES

Double Raise: Force Inv. Weak
 After Overcall: Force Inv. Weak
 Forcing Raise: J/S in other minor
 Single raise Other: SR = GF
 Frequently bypass 4+♦
 1NT/1♣ _____ 6 _____ to _____ 10
 2NT Forcing Inv. _____ 11 _____ to _____ 12
 3NT: _____ 13 _____ to _____ 15
 Other _____

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"/>

VS Opening Preempts Double Is

Takeout thru 4♥ Penalty
 Conv. Takeout: _____
 Lebensohl 2NT Response
 Other: _____

SLAM CONVENTIONS Gerber : 4NT: Blackwood RKC 1430
 Specific Kings over 5NT rebid

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)
A(K)X	T(9)X
K(Q)X	K J T X
Q(J)X	K T(9)X
J(T)9	Q T(9)X
K(Q)T 9	J T 9 x

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"/>

LENGTH LEADS:

4th Best vs SUITS vs NT
 3rd/5th Best vs SUITS vs NT
 8 from either 9-8 or 8-7 Attitude vs NT
 2nd of sequence if our suit, std if partner's

FIRST DISCARD

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

OTHER CARDING

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

Primary signal to partner's leads

Attitude Count Suit preference

DESCRIBE RESPONSES/REBIDS

DESCRIBE	RESPONSES/REBIDS
2♣ _____ to _____ HCP Strong <input type="checkbox"/> Other <input type="checkbox"/> 2♦ Resp: Neg <input type="checkbox"/> Waiting <input type="checkbox"/>	3♣ = Dbl Neg, Kokish
2♦ _____ 5 _____ to _____ 11 _____ HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	McCabe 2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>
2♥ _____ 5 _____ to _____ 11 _____ HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	McCabe 2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>
2♠ _____ 5 _____ to _____ 11 _____ HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	McCabe 2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>

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

Weak Jump Shifts: In Comp. Not in Comp.

4th Suit Forcing: 1 Rd. Game 1♣ - 1♦ - 1♥ - 2♠ is 4th Suit Forcing

2NT after a reverse shows a bad hand

Jump to 2♠ or 2♥ / one bid, or 3♥ / 1♠ (uph & no comp) = max weak 2-bid

Jump Shift is natural and shows a fit unless otherwise defined

SPECIAL CARDING PLEASE ASK