

SPECIAL DOUBLES

After Overcall: Penalty
Negative thru 35
Responsive thru 35-44 Maximal
Support: Dbl. thru 2H Redbl.
Card-showing Min. Offshape T/O
4th suit dbl; Rosenkranz dbl

SIMPLE OVERCALL

1 level 8 to + HCP (usually)
often 4 cards very light style
Responses
New Suit: Forcing NF Const NF
Jump Raise: Forcing Inv. Weak
Jump & mixed raise

JUMP OVERCALL

Strong Intermediate Weak
(Passout)

OPENING PREEMPTS

3/4-bids Sound Light Very Light
Conv./Resp. YC-KC 40/3C

DIRECT CUEBID

OVER: Minor Major
Natural
Strong T/O
Michaels

SLAM CONVENTIONS Gerber 4NT: Blackwood RKC 1430

Specific Kings; Exclusion BW
DOPI & ROPI are RKC;
vs Interference: DOPI DEPO Level: 4 or above 5 of overcall 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 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
Rusinow 4/5 suits; Attitude vs NT
Primary signal to partner's leads
Attitude Count Suit preference

NOTRUMP OVERCALLS

Direct: 16 to 18 Systems on
Conv. Sandwich after 3rd
Balancing: 10 to 14
Jump to 2NT: Minors 2 Lowest
Conv. systems on/off

DEFENSE VS NOTRUMP

vs: Strong Weak
2♣ 1 suit 11
2♦ Majors
2♥ H+Min
2♠ 5+ min
Dbl: Penalty 14+
Other

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 z-c-Jed con
20-4 ed con

VS Opening Preempts Double Is

Takeout thru 4H Penalty
Conv. Takeout:
Lebensohl 2NT Response
Other: Roman jump jumping Mich

DEFENSIVE CARDING

Standard: count
Except
A = unblock or count
K = att.; Q = unblock for
Upside-Down: count
attitude

FIRST DISCARD

Lavinthal
Odd/Even
four odd (-) two even

OTHER CARDING

Smith Echo
Trump Suit Pref.
Foster Echo

SPECIAL CARDING **PLEASE ASK**

NAMES Bill St. Clair - Seth Cohen

GENERAL APPROACH

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
3♣ Inv. w/both
3♦ GF w/both
3♥ 4-1-3-4
3♠ 1-4-4-4
5-card Major common
System on over DBL/2C
2♣ Stayman Puppet Texas thru 3C
2♦ Transfer to ♥ 4♦, 4♥ Transfer
Forcing Stayman Smolen
2♥ Transfer to ♠ Lebensohl (Fast denies)
2♠ → 3C Neg. Double 2 or 3 level
2NT → 3D or WK 5-5 Other: RD → 2C

2NT 20 to 21
Puppet Stayman
Transfer Responses:
Jacoby Texas
3♠ → 3W; Minor Suit
Slam try
3NT Gambling - Solid
7 card minor

Conventional NT Openings

MAJOR OPENING

Expected Min. Length 4 5
1s/2nd
3rd/4th

RESPONSES

Double Raise: Force Inv. Weak
After Overcall: Force Inv. Weak
Conv. Raise: 2NT 3NT Splinter
Other: 1-2-3 stop vs overpass
1NT: Forcing Semi-forcing
2NT: Forcing Inv. Jac. 2W
3NT: 15 to 17 2 trumps
Drury : Reverse 2-Way Fit
Other: Maxi Doubles; Bergen other overpass

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:
Frequently bypass 4+♦
1NT/1♣ 8 to 10
2NT Forcing Inv. 10 or 12
3NT: 13 to 15

DESCRIBE RESPONSES/REBIDS

2♣ 21 to + HCP 8 1/2 playing tricks 2H = Dbl neg
Strong Other
2♦ Resp: Neg Waiting over B - RD + P = Dbl neg
2♦ 6 to 11 HCP
Natural: Weak Intermediate Strong Conv. 2NT Force New Suit NF
2♥ 6 to 11 HCP
Natural: Weak Intermediate Strong Conv. 2NT Force New Suit NF
2♠ 6 to 11 HCP
Natural: Weak Intermediate Strong Conv. 2NT Force New Suit NF

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

Weak Jump Shifts: In Comp. Not in Comp. weak
4th Suit Forcing: 1 Rd. Game Good/Bad 2W
wolf Feign off; Unun. over Unun. Anti-Mich; void relay
Anti-Flan.; 123 seats Rule of 20; Eq. level conv.