

SPECIAL DOUBLES

After Overcall: Penalty _____
 Negative thru 3♠
 Responsive : thru 4♦ Maximal
 Support: Dbl. thru 2M Redbl
 Card-showing Min. Offshape T/O

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

JUMP OVERCALL

Strong Intermediate Weak

OPENING PREEMPTS

Sound Light Very Light
 3/4-bids
 Conv./Resp. new suit forcing

DIRECT CUEBID

OVER: Minor Major
 Natural
 Strong T/O
 Michaels

SLAM CONVENTIONS Gerber : 4NT: Blackwood RKC 1430
 Exclusion 0,1w/o,1 w/, 2w/o, 2w/
 4♣ = preempt kc 0,1w/o,1 w/, 2w/o, 2w/
 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)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
 Attitude vs NT
 K = power lead v nt
Primary signal to partner's leads
 Attitude Count Suit preference

SPECIAL CARDING

NOTRUMP OVERCALLS

Direct: 15 to 18 Systems on
 Conv.
 Balancing: 10 to 16
 Jump to 2NT: Minors 2 Lowest
 Conv. size over balanc nt

DEFENSE VS NOTRUMP

vs: strong weak
 2♣ ♦ or ♥ & ♠ ♦ or ♥ & ♠
 2♦ ♥ or s&c ♥ or ♠ & c
 2♥ ♠ or ♣ & ♦ ♠ or ♣ & ♦
 2♠ ♣ or d&h ♣ or ♦ & ♥
 Dbl: ♣ & ♥ or ♦ & ♠ penalty
 Other suction all levels

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 2♣, 2♦ cons raise 1n = ♣ or ♦

VS Opening Preempts Double Is

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

DEFENSIVE CARDING

Standard: vs SUITS vs NT
 Except
 Upside-Down: count
 attitude
FIRST DISCARD
 Lavinthal
 Odd/Even
 upside down
OTHER CARDING
 Smith Echo
 Trump Suit Pref.
 Foster Echo

PLEASE ASK

NAMES Rick Binder - Alan Watson



GENERAL APPROACH

2 over 1
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
 to _____
 5-card Major common
 System on over X, 2♣
 2♣ Stayman Puppet
 2♦ Transfer to ♥ 4♦, 4♥ Transfer
 Forcing Stayman Smolen
 2♥ Transfer to ♠ Lebensohl (fast denies)
 2♠ transfer ♣ Neg. Double
 2NT transfer to ♣ Other: Baze

2NT 20 to 21
 Puppet Stayman
Transfer Responses:
 Jacoby Texas
 3♠ to 3n minor suit
 4M cont = short
 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: Bergen 2 under
 1NT: Forcing Semi-forcing
 2NT: Forcing Inv. _____ to _____
 3NT: _____ to _____
 Drury : Reverse 2-Way Fit
 Other: _____

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: limit+
 Frequently bypass 4+♦
 1NT/1♣ _____ 6 _____ to _____ 10
 2NT Forcing Inv. _____ 10+ _____ to _____ 12
 3NT: _____ 13 _____ to _____ 15
 Other double jump = splinter

DESCRIBE

RESPONSES/REBIDS

2♣ _____ to _____ HCP
 Strong Other
 2♦ Resp: Neg Waiting
 strong, ART cheaper minor 2d negative
 kokish
 2♦ 5 to 10 HCP could be 5 3c ask short 4♠RKCB Og
 Natural: Weak Intermediate Strong Conv. 2NT Force New Suit NF
 2♥ 5 to 10 HCP could be 5 Ogt3c ask short 4cRKCB
 Natural: Weak Intermediate Strong Conv. 2NT Force New Suit NF
 2♠ 5 to 10 HCP could be 5 Og. 3caskshort 4cRKCB
 Natural: Weak Intermediate Strong Conv. 2NT Force New Suit NF
OTHER CONV. CALLS: New Minor Forcing 2-Way NMF 2♣ forces 2♦
 Weak Jump Shifts: In Comp. Not in Comp.
 4th Suit Forcing: 1 Rd. Game Unusual vs. Unusual McCabe after weak 2
 Suction over strong 1♣, 2C 2-way tries, spiral 41cRKCB after 3dhs 1m2M rev flan
 leaping Michaels, non leaping Michaels over 1d 0+1d 2d nat, 2♥ michaels
 Ingerman over rev