SPECIAL DOUBLES

After Overcall: Penalty☐ _____
Negative■ thru 7♥
Responsive■ : thru 4♥ Maximal■
Support: Dbl.■ thru 2♥ Redbl■
Card-showing■ Min. Offshape T/O■
snapdragon; parking lot xx

SIMPLE OVERCALL

1 level 7 to 17 HCP (usually)
often 4 cards☐ very light style■

Responses

New Suit: Forcing☐ NFConst■ NF☐
Jump Raise: Forcing☐ Inv.☐ Weak☐
jumpQ=mixed, else jump=mixed

JUMP OVERCALL

Strong☐ Intermediate☐ Weak■

OPENING PREEMPTS

	Sound	Light	Very Light
3/4-bids	☐	■	☐

Conv./Resp. _____

DIRECT CUEBID

OVER:	Minor	Major
Natural	☐	☐
Strong T/O	☐	☐
Michaels	■	■

NOTRUMP OVERCALLS

Direct: 15 to 18 Systems on■
Conv.☐ _____
Balancing: 10 to 16
Jump to 2NT: Minors☐ 2 Lowest■
Conv.■ 2♣ asks

DEFENSE VS NOTRUMP

vs:	strong	weak
2♣	♦	♦ or ♥+♠
2♦	♥	♥
2♥	♠	♠
2♠	minors	minors
Dbl:	♣+M or ♥+♠	penalty

Other 2nt=♣

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 _____

VS Opening Preempts Double Is

Takeout■ thru _____ Penalty☐
Conv. Takeout: LMQ
Lebensohl 2NT Response■
Other: _____

SLAM CONVENTIONS

Gerber☐: 4NT: Blackwood☐ RKC☐ 1430■
minorwood(1430)
poor man bw exl kc (3014) gerber (1430 2m 2M)
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 **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:

	vs SUITS	vs NT
4th Best	☐	■
3rd/5th Best	■	☐
Attitude		☐

Primary signal to partner's leads
Attitude■ Count☐ Suit preference☐

DEFENSIVE CARDING

	vs SUITS	vs NT
Standard:	☐	☐
Except ☐		

Upside-Down:

count	■	■
attitude	■	■

FIRST DISCARD

Lavinthal	☐	☐
Odd/Even	☐	☐
udca	■	■

OTHER CARDING

Smith Echo	☐	☐
Trump Suit Pref.	☐	
Foster Echo	☐	☐

SPECIAL CARDING ☐ PLEASE ASK

NAMES Mike Lipkin & David Gurvich

GENERAL APPROACH

Strong club with brozel style 2-level openings.
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■ 4♣/4♦

NOTRUMP OPENING BIDS

1NT
11+ to 14
_____ to _____
5-card Major common■
System on over X,2♣
2♣ Stayman■ Puppet☐
2♦ Transfer to ♥■
Forcing Stayman☐
2♥ Transfer to ♠■
2♠ Range Ask or ♣
2NT ♦

3♣ inv minors
3♦ GF minors
3♥ 31(54),4144
3♠ 13(54),1444
_____
4♦, 4♥ Transfer■
Smolen■ transfer Leb
Lebensohl■ (fast denies)
Neg. Double■: _____
Other: runouts: XX forces 2♣ forces XX

2NT 10-14 to minors
Puppet Stayman☐
Transfer Responses:
Jacoby☐ Texas☐
3♠ _____

3NT broken to minor

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: _____
1NT: Forcing☐ Semi-forcing■
2NT: Forcing☐ Inv.☐ _____to_____
3NT: _____to_____
Drury☐: Reverse■ 2-Way☐ Fit☐
Other: _____

MINOR OPENING

Expected Min. Length	4	3	NF 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♣ _____to_____
2NT Forcing■ Inv.☐ 16+ to_____
3NT: _____to_____
Other transfer responses/1♣

	DESCRIBE	RESPONSES/REBIDS
2♣ 10 to 14 HCP Strong☐ Other☐ 2♦ Resp: Neg☐ Waiting☐	5♣+4♥ primary ♣	2♦ asks/2♦-2♥=min
2♦ 10 to 14 HCP Natural: Weak☐ Intermediate☐ Strong☐ Conv.☐	5♦+4♥, primary	♦2nt asks/2nt-3♣=min 2NT Force☐ New Suit NF☐
2♥ 10 to 14 HCP Natural: Weak☐ Intermediate☐ Strong☐ Conv.☐	5♥+4♠, primary	♥2nt asks/2nt-3♣=min 2NT Force☐ New Suit NF☐
2♠ 10 to 14 HCP Natural: Weak☐ Intermediate☐ Strong☐ Conv.☐	5♦+4♠, primary	♦2nt asks/2nt-3♣=min 2NT Force☐ New Suit NF☐

OTHER CONV. CALLS: New Minor Forcing:☐ 2-Way NMF☐
Weak Jump Shifts: In Comp.☐ Not in Comp. ☐ Fit Jumps most of the time
4th Suit Forcing: 1 Rd.■ Game■ _____
1♦ hand types: 1 minor, any 4441, 5♣+4♠, both minors(54)
interference 1♣: X/XX/Q-bid/Jump=GF, other bids not forcing

Last modified: Jul 19 2017 16:14