



### SPECIAL DOUBLES

After Overcall: **Penalty**  \_\_\_\_\_  
 Negative  thru 3S  
 Responsive  : thru 3S Maximal   
**Support: Dbl.**  thru 2H **Redbl**   
 Card-showing  Min. Offshape T/O

### NOTRUMP OVERCALLS

**Direct:** 15 to 18 Systems on   
**Conv.**  \_\_\_\_\_  
**Balancing:** 12 to 14  
 Jump to 2NT: Minors  2Lowest   
**Conv.**  \_\_\_\_\_

NAMES Ed & Chung

### 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  \_\_\_\_\_

### SIMPLE OVERCALL

1 level 8 to 15 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 NT** weak NT  
 2♣ **One suiter** One suiter  
 2♦ **Majors** Majors  
 2♥ **H + Minor** H + Minor  
 2♠ **S + Minor** S + Minor  
 Dbl: **penalty** penalty  
 Other: \_\_\_\_\_

### NOTRUMP OPENING BIDS

**1NT**  
15 to 17  
 to \_\_\_\_\_  
 5-card Major common   
 System on over X  
 2♣ Stayman  Puppet   
 2♦ **Transfer to ♥**  **4♦, 4♥ Transfer**  Texas  
**Forcing Stayman**  Smolen   
 2♥ **Transfer to ♠**  **Lebensohl**  (\_\_\_\_denies)  
 2♠ **MSS & GF**  **Neg. Double**  to 3S  
 2NT **->3C/3D**  **Other:** \_\_\_\_\_

**2NT** 20 to 21  
 Puppet Stayman   
**Transfer Responses:**  
**Jacoby**  **Texas**   
 3♠ **MSS**

**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

### OPENING PREEMPTS

Sound Light Very Light  
 3/4-bids     
**Conv./Resp.** V NV

**2NT Over** Limit+ Limit Weak  
 Majors     
 Minors     
 Other: \_\_\_\_\_

### MAJOR OPENING

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

### MINOR OPENING

Expected Min. Length 4 3 0-2 Conv.  
 1♣      
 1♦

### DIRECT CUEBID

OVER: Minor Major  
 Natural    
 Strong T/O    
 Michaels

### VS Opening Preempts Double Is

Takeout  thru 4H **Penalty**   
**Conv. Takeout:** 4N over 4S  
**Lebensohl 2NT Response**   
 Other: \_\_\_\_\_

### RESPONSES

Double Raise: Force  Inv.  Weak   
 After Overcall: Force  Inv.  Weak   
 Conv. Raise: **2NT**  **3NT**  **Splinter**   
 Other: **Jacoby 2N** \_\_\_\_\_

### RESPONSES

Double Raise: Force  Inv.  Weak   
 After Overcall: Force  Inv.  Weak   
 Forcing Raise: **J/S in other minor**   
**Single raise**  Other: \_\_\_\_\_

**SLAM CONVENTIONS** Gerber : 4NT: Blackwood  RKC  1430

**1NT:** Forcing  Semi-forcing   
**2NT:** Forcing  Inv.  \_\_\_\_\_ to \_\_\_\_\_  
**3NT:** 12 to 14  
**Drury** : **Reverse**  **2-Way**  **Fit**   
 Other: \_\_\_\_\_

Frequently bypass 4+♦   
 1NT/1♣ 6 to 9  
 2NT Forcing  Inv.  10 to 12  
 3NT: 13 to 15  
 Other: \_\_\_\_\_

vs Interference: DOPI  DEPO  Level: 5 ROPI

### LEADS (circle card led, if not in bold)

versus Suits		versus Notrump	
<b>X X</b>	x x x x	<b>X X</b>	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

### DEFENSIVE CARDING

Standard:  vs SUITS vs NT  
 Except     
 Upside-Down:  
 count    
 attitude

### LENGTH LEADS:

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

### FIRST DISCARD

Lavinthal    
 Odd/Even

### OTHER CARDING

Smith Echo    
 Trump Suit Pref.    
 Foster Echo

### Primary signal to partner's leads

Attitude  Count  Suit preference

### DESCRIBE

### RESPONSES/REBIDS

DESCRIBE	RESPONSES/REBIDS
2♣ <u>22+</u> to _____ HCP Strong <input type="checkbox"/> Other <input type="checkbox"/> 2♦ Resp: Neg <input type="checkbox"/> Waiting <input type="checkbox"/>	or 8.5 tricks in hand Waiting, 3C/3D Neg.
2♦ <u>6</u> to <u>11</u> HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	Feature RONF 2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>
2♥ <u>6</u> to <u>11</u> HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	Feature RONF 2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>
2♠ <u>6</u> to <u>11</u> HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	Feature RONF 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

Sandwich NT always

## SPECIAL CARDING PLEASE ASK