



NAMES Sharon Miller & Gary Haldane

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
3♣ puppet stayman
3♦ minors GF
3♥ 5/5 Majors Invite
3♠ 5/5 Majors GF
5-card Major common ■
System on over
2♣ Stayman ■ Puppet □
2♦ Transfer to ♥ ■
Forcing Stayman □
2♥ Transfer to ♠ ■
2♠ transfer to ♣
2NT transfer to ♦

2NT 20 to 21
Puppet Stayman ■
Transfer Responses:
Jacoby ■ Texas ■
3♠ 4-way Minor SS

3NT 4 to 9
broken m preempt

Conventional NT Openings
3NT Gamb in 4th seat
Other: Mod. Rubinsohl usually

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: 2NT = 4 trump & 7+hcp

1NT: Forcing ■ Semi-forcing □
2NT: Forcing □ Inv. □ to
3NT: to
Drury ■: Reverse ■ 2-Way ■ Fit □
3 lower = natural
Other: Namyats ("8 & 3")

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♣ 6 to 10
2NT Forcing □ Inv. ■ 10+ to 12-
3NT: 13 to 15
Other double jump = splinter

SPECIAL DOUBLES

After Overcall: Penalty □
Negative ■ thru 4♦
Responsive ■ : thru 4♦ Maximal ■
Support: Dbl. ■ thru 2♦ Redbl ■
Card-showing ■ Min. Offshape T/O ■
DSI et. al.

NOTRUMP OVERCALLS

Direct: 15 to 18 Systems on ■
Conv. □
Balancing: 11 to 14
Jump to 2NT: Minors □ 2 Lowest ■
Conv. □

DEFENSE VS NOTRUMP

vs: weak or strong
2♣ red or black
2♦ majors
2♥ hearts
2♠ spades
Dbl: non touching
Other 3H/S very strong; 3m = wk
vs. strong & strong vs wk

SIMPLE OVERCALL

1 level 7 to 18 HCP (usually)
often 4 cards □ very light style □
Responses
New Suit: Forcing □ NF Const ■ NF □
Jump Raise: Forcing □ Inv. □ Weak ■
FSJ in comp. JQ = WQ

JUMP OVERCALL

Strong □ Intermediate □ Weak ■

OPENING PREEMPTS

Sound Light Very Light
3/4-bids ■ □ □
Conv./Resp. new suit = F; 4C = spec K

DIRECT CUEBID

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

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 4♥ Penalty □
Conv. Takeout:
Lebensohl 2NT Response ■
Other:

SLAM CONVENTIONS Gerber □: 4NT: Blackwood □ RKC ■ 1430 ■
Exclusion (0,1,2,3), 4♣ = preempt kc (0,1w/o, 1w, 2w/o, 2w)

vs Interference: DOPI ■ DEPO ■ Level: if no room ROPI □

LEADS (circle card led, if not in bold)

Table showing lead patterns versus Suits and Notrump. Includes symbols like (X)X, x x x, (A)K x, K Q x, Q J x, J T 9, K Q T 9.

LENGTH LEADS:

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

Primary signal to partner's leads

Attitude ■ Count □ Suit preference □

DEFENSIVE CARDING

Standard: vs SUITS vs NT
Except ■ ■ ■
frequent suit preferences
if we remember
Upside-Down:
count □ □
attitude □ □

FIRST DISCARD

Lavinthal □ □
Odd/Even □ □

OTHER CARDING

Smith Echo □ ■
Trump Suit Pref. □ □
Foster Echo □ □

SPECIAL CARDING

PLEASE ASK