



NAMES George Sullivan & Peter Lieberman

GENERAL APPROACH

2/1 & Mini NT Non-Vul (11-15 NV 3rd) - 1♦-3♣ Invite

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
10 to 13 1&2
14 to 16 V&4
5-card Major common ■
System on over 2♣, X
2♣ Stayman ■ Puppet □
2♦ Transfer to ♥ ■ 4♦, 4♥ Transfer ■
Forcing Stayman □ Smolen ■
2♥ Transfer to ♠ ■ Lebensohl ■ (Fast denies)
2♠ Range Ask or ♣ Neg. Double ■
2NT transfer to ♦ Other:

2NT 19 to 20
Puppet Stayman ■
Transfer Responses:
Jacoby ■ Texas ■
3♠ xfer to 3N Minors
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 ■ Splitter ■
Other: Bergen 4x3 Mini-Maxi
1NT: Forcing □ Semi-forcing ■ TO X
2NT: Forcing □ Inv. □ to
3NT: to
Drury ■: Reverse ■ 2-Way ■ Fit ■
Other: 1♥-1♠=Art, 1♥-1N=5+Spades
Help Suit

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: 2 Way CB
Frequently bypass 4+ ♦ ■
1NT/1♣ 6 to 10
2NT Forcing □ Inv. ■ 11 to 12
3NT: 13 to 15
Other 1m-1♥-1♠ = Unbal NV

SPECIAL DOUBLES

After Overcall: Penalty □ Good Raise
Negative ■ thru 4♥
Responsive ■ : thru 4♥ Maximal ■
Support: Dbl. ■ thru 2♥ Redbl ■
Card-showing ■ Min. Offshape T/O ■
Snapdragon

NOTRUMP OVERCALLS

Direct: 5 to 12 Systems on □
Conv. ■ Weak Takeout
Balancing: 12/13 to 14/16
Jump to 2NT: Minors □ 2 Lowest ■
Conv. □

DEFENSE VS NOTRUMP

vs:
2♣ Majors
2♦ ♥
2♥ ♠
2♠ 4♠ long min
Dbl: Penalty
Other 2N / mini NT = 20-22
2N & Dbl BPH = 4♥ long minor

SIMPLE OVERCALL

1 level 5 to 18 HCP (usually)
often 4 cards □ very light style ■
Responses
New Suit: Forcing □ NF Const ■ NF □
Jump Raise: Forcing □ Inv. □ Weak ■
Jump Q=Mixed, Fit Showing Jumps

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 ■ ■

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 Fit Showing, Systems On

VS Opening Preempts Double Is

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

SLAM CONVENTIONS Gerber ■: 4NT: Blackwood □ RKC □ 1430 ■
Kickback, Exclusion, 5NT Pick a Slam

vs Interference: DOPI ■ DEPO ■ Level: 5 of trump 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) 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 □

NT: Ace/Queen = Odd - King = Even

Primary signal to partner's leads

Attitude ■ Count □ Suit preference □

DEFENSIVE CARDING

Standard: □ □ □
Except □
Suit Preference vs NT
trick one if attitude known
Upside-Down:
count ■ ■
attitude ■ ■

FIRST DISCARD

Lavinthal □ □
Odd/Even □ □

OTHER CARDING

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

SPECIAL CARDING ■ PLEASE ASK