

SPECIAL DOUBLES

After Overcall: **Penalty** _____
 Negative thru **4H** _____
 Responsive : thru **4H** Maximal
Support: Dbl. thru _____ **Redbl**
 Card-showing Min. Offshape T/O

SIMPLE OVERCALL

1 level **7** to **15** 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	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		<input type="checkbox"/>
Conv./Resp.	VUL	NV		

DIRECT CUEBID

	OVER: Minor	Major
Natural	<input type="checkbox"/>	<input type="checkbox"/>
Strong T/O	<input type="checkbox"/>	<input type="checkbox"/>
Michaels	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

SLAM CONVENTIONS Gerber : 4NT: Blackwood RKC 1430
 KQ asks after RKC

vs Interference: DOPI DEPO Level: **5-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:

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

NOTRUMP OVERCALLS

Direct: **15+** to **18** Systems on
 Conv. _____
Balancing: **10** to **15**
 Jump to 2NT: Minors 2 Lowest
 Conv. **Sandwich NT**

DEFENSE VS NOTRUMP

vs: Weak	Strong
2♣ Single suit	D or H+S
2♦ Majors	H or S+C
2♥ H + minor	S or C+D
2♠ S + minor	C or D+H
Dbl: Penalty	C+H or D+S
Other 2NT = More Distributional C+H or D+S	

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 **4H** **Penalty**
 Conv. Takeout: _____
 Lebensohl 2NT **Response**
 Other: _____

DEFENSIVE CARDING

Standard:
 Except
RUSINOW vs Suit and NT

Upside-Down:
 count
 attitude

FIRST DISCARD

Lavinthal
 Odd/Even

OTHER CARDING

Smith Echo
 Trump Suit Pref.
 Foster Echo

NAMES

GENERAL APPROACH

Forcing Club with 8-14 HCP Major Suit 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**

NOTRUMP OPENING BIDS

1NT
10 to **12** **3♣** **Natural NF**
13 to **15** **3♦** **Natural NF**
 5-card Major common **3♥** **6+ Suit - INV**
 System on over _____ **3♠** **6+ Suit - INV**
2♣ Stayman Puppet **13-15 3rd Vul or 4th**
2♦ Transfer to ♥ **4♦, 4♥** Transfer
Forcing Stayman **Smolen**
2♥ Transfer to ♠ **Lebensohl** (**Fast denies**)
2♠ **Natural NF** **Neg. Double** **3-Level**
 2NT **any 5-5 weak** **Other:** **2C=GF; 2D=INV**

2NT **10** to **14**

Puppet Stayman

Transfer Responses:

Jacoby **Texas**

3♠

2NT = 5-5 in Minors

3NT _____ to _____
Gambling 3NT _____

Conventional NT Openings

MAJOR OPENING

Expected Min. Length	4	5
1st/2nd	<input checked="" type="checkbox"/>	<input type="checkbox"/>
3rd/4th	<input checked="" type="checkbox"/>	<input type="checkbox"/>

RESPONSES

Double Raise: Force Inv. **Weak**
 After Overcall: Force Inv. Weak
 Conv. Raise: **2NT** **3NT** **Splinter**
 Other: **Reverse Bergen Raise**
1NT: **Forcing** **Semi-forcing**
2NT: Forcing Inv. _____ to _____
3NT: _____ to _____
Drury : **Reverse** **2-Way** **Fit**
 Other: **1H/2Sor1S/3H 13-15 4 sup**

MINOR OPENING

Expected Min. Length	4	3	0-2	Conv.
1♣	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
1♦	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>

RESPONSES

Double Raise: Force Inv. **Weak**
 After Overcall: Force Inv. Weak
 Forcing Raise: **J/S in other minor**
Single raise Other: **1H=GF or Nat**
 Frequently bypass 4+♦
1NT/1♣ 5+C _____ to **9+** HCP
2NT Forcing Inv. **11+** to **13**
3NT: **14** to **15**
 Other **GF transfers over 1C**

DESCRIBE

RESPONSES/REBIDS

2♣ 10 to 14 HCP	6+C (may have	2D = INV+; 2NT = 10-11
2♦ Resp: Neg <input type="checkbox"/> Waiting <input type="checkbox"/>	4+ side suit)	2H/S = 8-11 5+ suit
2♦ 10 to 14 HCP	any 3-suits	2NT = INV+; 3H/S 6+ INV
Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>		2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>
2♥ 10 to 14 HCP	6+ H	2NT = INV+;
Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>		2NT Force <input type="checkbox"/> New Suit NF <input checked="" type="checkbox"/>
2♠ 10 to 14 HCP	6+ S	2NT = INV+
Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>		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** **1D opener = 5+D or 13-14 NT**

1D - 2D = 5H / 4S; 1D - 2H = 4H / 5S; 1D - 1NT = 8 to 11-

1D - Pass (May have up to 7HCP w/o 4+ M)

SPECIAL CARDING **PLEASE ASK**