

SPECIAL DOUBLES
 After Overcall: Penalty _____
 Negative thru 4H
 Responsive: thru 4H Maximal
 Support: Dbl thru 2♣ Rdbl
 Card-showing Min. Offshape T/O

NOTRUMP OVERCALLS
 Direct: 15 to 19 Systems on
 Conv. _____
 Balance: 11 to 14
 Jump to 2NT: Minors 2 Lowest
 Conv. _____

DEFENSE VS NOTRUMP
 vs: Strong 1NT Weak 1NT
 2♣ c + higher 1 suit
 2♦ d + Higher Majors
 2♥ H + S ♥+minor
 2♠ Spades ♠+minor
 Dbl Sing Suit Penalty
 Other: 2nt = minors

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
 Natural if 2 suits have been bid

SLAM CONVENTIONS Gerber 4NT: Blackwood RKC 1430
 4c = Keycard over our preempts ;
 kickback(0314) suit above our suit at 4 level
 vs. Interference: DOPI DEPO Level: 5 ROPI

LEADS (click 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 10 9 x A K J x A Q J x
 K Q x K J 10 x A J 10 9 A 10 9 8
 Q J x K 10 9 x K Q J x K Q 10 9
 J 10 x Q 10 9 x Q J 10 x Q 10 9 8
 K Q 10 9 J 10 9 x 10 9 8 x
 Length Leads:
 4th Best vs Suits vs NT
 3rd/5th Best vs Suits vs NT
 Attitude vs NT

DEFENSIVE CARDING
 Standard:
 Except _____
 Upside-Down Count
 Upside-Down Attitude
FIRST DISCARD
 Lavinthal
 Odd/Even
OTHER CARDING
 Smith Echo
 Trump Suit Pref.
 Foster Echo

SPECIAL CARDING PLEASE ASK

NAMES alandoug (A Douglas) & redtop (H Youngerman)

GENERAL APPROACH
 2/1 Game forcing
 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 3♠ minors 5/5 weak 2NT 20 to 21
 15 to 17 3♥ minors 5/5 G/F Puppet Stayma
 5-Card Major Common 3♠ 13(45) G/F Transfer Respor
 System On Over Dbl+2C 4 Spades= minorstaym 3♠ MSS (GF)
 2♣ Stayman Puppet Smolen
 2♦ Transfer to ♥ 4♦ 4♥ Transfer 3NT to _____
 Forcing Stayman Smolen Gambling 1+2 No Aor
 2♥ Transfer to ♠ Lebensohl (fast denies) Conventional NT O
 2♠ Transfer to Club Negative Double _____
 2NT Transfer to Diam X= Neg under

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: Jacoby 2NT; 4 way game tries

MINOR OPENING
 Expected Min. Length 4 3 NF 0-2 C
 1♠
 1♦
RESPONSES
 Double Raise: Force Inv. Weak
 After Overcall: Force Inv. Weak
 Forcing Raise: J/S in other minor
 Single raise Other: Inverted minor
 Frequently bypass 4+♠
 1NT/1♠: 6 to 10
 2NT: Forcing Inv. 11 to 12
 3NT: 13 to 15
 Other: 1m-1M-2nt=art g/try

DESCRIBE
 2♣ 19 to _____ HCP Or 9+ tricks
 Strong Other
 2♠ Response: Neg Waiting Denies good suit
 2♦ 5 to 11 HCP Normally good 6-card suit
 Natural: Weak Intermediate Strong Conv
 2♥ 5 to 11 HCP Normally good 6-card suit
 Natural: Weak Intermediate Strong Conv
 2♠ 5 to 11 HCP Normally good 6-card suit
 Natural: Weak Intermediate Strong Conv

RESPONSES/REBID
 control responses
 with Kokish
 2NT up/down Ogust
 2NT Force New Suit NF
 2NT upside down Ogust
 2NT Force New Suit NF
 2NT upside down Ogust
 2NT Force New Suit NF

OTHER CONV CALLS: New Minor Forcing 2-Way NMF
 Weak jump shifts: In Comp. Not In Comp. Macabe after weak 2 is doubled
 4th Suit Forcing: 1 Round To Game 2 way checkback after 1nt rebid

upside down Ogust = 3c= max; 3d= med; 3h= min.

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