



SPECIAL DOUBLES

After Overcall: **Penalty** _____
 Negative thru 7H
 Responsive : thru 7H Maximal
Support: Dbl. thru 2H **Redbl**
 Card-showing Min. Offshape T/O
 Snapdragon _____

SIMPLE OVERCALL

1 level 7 to + HCP (usually)
 often 4 cards very light style
Responses
 New Suit: Forcing NFConst NF
 Jump Raise: Forcing Inv. Weak
 Q=LR, Mixed Raises, Jump by PH=fit

JUMP OVERCALL

Strong Intermediate Weak

OPENING PREEMPTS

Sound Light Very Light
 3/4-bids
 Conv./Resp. NAMYATS

DIRECT CUEBID

OVER: Minor Major
 Natural
 Strong T/O
 Michaels

SLAM CONVENTIONS Gerber : 4NT: Blackwood RKC 1430
 Gerber over NT, Kickback _____

vs Interference: DOPI DEPO 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

SPECIAL CARDING

NOTRUMP OVERCALLS

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

DEFENSE VS NOTRUMP

vs: WEAK(no 16) STRONG
 2♣ 1m or Maj MinC+Major
 2♦ Majors D+Major
 2♥ Hearts Hearts
 2♠ Spades Spades
 Dbl: Pnlty/C by PH 1m or both M
 Other Sys on / X of Weak NT

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 suit below ours = Const Raise

VS Opening Preempts Double Is

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

DEFENSIVE CARDING

Standard: vs SUITS vs NT
 Except
open lead of AK vs suit
 Upside-Down:
 count
 attitude

FIRST DISCARD

Lavinthal
 Odd/Even

OTHER CARDING

Smith Echo
 Trump Suit Pref.
 Foster Echo

PLEASE ASK

NAMES Bill Staats - Bill Heid

GENERAL APPROACH

2/1 Forcing to Game
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
 _____ to _____
 5-card Major common
 System on over 2C, X
 2♣ Stayman Puppet
 2♦ Transfer to ♥ 4♦, 4♥ Transfer
Forcing Stayman **Smolen**
 2♥ Transfer to ♠ Lebensohl (fast denies)
 2♠ Size ask or C Neg. Double
 2NT D or 5-5 m weak Other: Baze, Bergen

3♣ Puppet _____
3♦ 5-5 m force _____
3♥ Fragment _____
3♠ Fragment _____

2NT 20 to 21
 Puppet Stayman
Transfer Responses:
Jacoby Texas
 3♠ Relay to 3N _____
Smolen _____

3NT _____ to _____
 4 of minor preempt _____

Conventional NT Openings
Transfer Lebensohl _____

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: Unidentified Splinters, Const Raise Single raise Other: LR or better _____

1NT: Forcing **Semi-forcing**
 2NT: Forcing Inv. _____ to _____
 3NT: _____ to _____
 Drury : Reverse 2-Way Fit
 Other: 2C=4pc const or lim, 2D=3pc lim
123 stop _____

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
 Other: LR or better _____

Frequently bypass 4+♦
 1NT/1♣ 7 to 10
 2NT Forcing Inv. 11 to 12
 3NT: 13-15 to _____
 Other 2H=5S, 4+H 6-10(on/1D oc) _____

DESCRIBE

RESPONSES/REBIDS

DESCRIBE	RESPONSES/REBIDS
2♣ _____ to _____ HCP Strong <input type="checkbox"/> Other <input type="checkbox"/>	dbl, redbl + neg (<K)
2♦ Resp: Neg <input type="checkbox"/> Waiting <input type="checkbox"/> chpst m = 2nd neg	Kokish
2♦ <u>5</u> to <u>10</u> HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	Ogust, McCabe 2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>
2♥ <u>5</u> to <u>10</u> HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	Ogust, McCabe 2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>
2♠ <u>5</u> to <u>10</u> HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	Ogust, McCabe 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**

Unusual/Unusual(3C=H, 3D=S, 3OM=force), Invitational JS, XYZ,

Kokish Game Tries, Modified Hamilton/(1N oc of m), CRASH over strong 1C, 2C

Leaping/non-Leaping Michaels