



NAMES Jay Stiefel-Jon Greenspan

**GENERAL APPROACH**

light initial action

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 14 to 16  
to  
5-card Major common   
System on over X,2C  
2♣ Stayman  Puppet   
2♦ Transfer to ♥  4♦, 4♥ Transfer   
Forcing Stayman  Smolen   
2♥ Transfer to ♠  Lebensohl  xfer, Fdenies)  
2♠ range ask/6+C's Neg. Double   
2NT 5-5m+weak/6+D's Other: crawling Stayman

2NT 19+ to 21  
Puppet Stayman   
Transfer Responses:  
Jacoby  Texas   
3♠ ---- 3NT for msst

3NT gambling to  
no outside A or K

Conventional NT Openings

Baze: \*\*/pen \* --- 2C

**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: Cokin Jacoby

1NT: Forcing  Semi-forcing  1st/2nd

2NT: Forcing  Inv.  to

3NT: to

Drury: Reverse  2-Way  Fit

Drury on in comp o/t STNT o/

Other: PH2N=inv5&PHJ3M=<inv5

**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: splntr@3level

Frequently bypass 4+♦  walsh

1NT/1♣ 6 to 11

2NT Forcing  Inv.  12 to 13

3NT: 14 to 16

Other FSJ in comp (f1) :PH2N=nat/fit

**DESCRIBE RESPONSES/REBIDS**

2♣	<u>22+</u> to <u>bal</u> HCP Strong <input type="checkbox"/> Other <input type="checkbox"/>	or ~9+tricks	Kokish;
2♦	Resp: Neg <input type="checkbox"/> Waiting <input type="checkbox"/>		X/**, 3C/2S = bust
2♦	<u>3-5</u> to <u>9-11</u> HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	NV5/6: 2NT?	56min56max NS NF 2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>
2♥	<u>3-5</u> to <u>9-11</u> HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	VL6(7): 2N?short	3C asks for min->max 2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>
2♠	<u>3-5</u> to <u>9-11</u> HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	4CspKC 0;1;1+Q.McCabe VUL	2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>

OTHER CONV. CALLS: New Minor Forcing:  2-Way NMF  off BPH

Weak Jump Shifts: In Comp.  Not in Comp.  Wold/1x-1M-2M AIR (1D-1H-3C)

4th Suit Forcing: 1 Rd.  Game  Transfers/2NT (17-19) U/U

1m(1NT)2om=MAJs =level conv D->3C Cheaper of 4th/2nt - s/o over rev

Grazilli 2C/1M-1NT 1m - 1H - 1NT - 2S = invit 44

PHJS = mini-splinter/1M or FSJ/1m 1C-1M - 2D may be artific.

**SPECIAL DOUBLES**

After Overcall: Penalty

Negative  thru 7H

Responsive  : thru 7H Maximal

Support: Dbl.  thru 2M(maj)redbl

Card-showing  Min. Offshape T/O

1M - 1NT (2,3 bid) \* = t/o

**SIMPLE OVERCALL**

1 level 7 to 17 HCP (usually)

often 4 cards  very light style

**Responses**

New Suit: Forcing  NFConst  NF

Jump Raise: Forcing  Inv.  Weak

2/2=1RF; jumpQ=mixed;JS/1=1RF

**JUMP OVERCALL**

Strong  Intermediate  Weak

**OPENING PREEMPTS**

Sound Light Very Light

3/4-bids

Conv./Resp. varies by vul

**DIRECT CUEBID**

OVER: Minor Major

Natural

Strong T/O

Michaels

3C=P/correct;3D=Hin

SLAM CONVENTIONS Gerber : 4NT: Blackwood  RKC  1430

exclusionRKC (3014); Gerber:4Cjump/NT (5C/3N)

vs Interference: DOPI  DEPO  Level:  ROPI

**LEADS** (circle card led, if not in bold)

versus Suits	versus Notrump
<b>x x</b> (x)(x)x	<b>x x</b> (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: if supported/middle of hand

Lead of K asks count at 5 level +

Primary signal to partner's leads

Attitude  Count  Suit preference

**NOTRUMP OVERCALLS**

Direct: 15 to 18 Systems on

Conv.

Balancing: 11 to 16

Jump to 2NT: Minors  2 Lowest

Conv.  System ON/bal NT

**DEFENSE VS NOTRUMP**

vs: strong(incl16) weak (<16)

2♣ C+higher I-suit

2♦ D+Maj Majors

2♥ Majors H+minor

2♠ S S+minor

Dbl: 1-suit top of range+

Other After \* of wknt, natural

runouts + 1st \* of thsirs = t/o

**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 2m = const 3/4Mraise 1st&2nd

**VS Opening Preempts Double Is**

Takeout  thru  Penalty

Conv. Takeout:

Lebensohl 2NT Response

Other: Leap Mich :no Leb if \*by PF

**DEFENSIVE CARDING**

vs SUITS vs NT

Standard:

Except

Upside-Down:

count

attitude

**FIRST DISCARD**

Lavinthal

Odd/Even

discourages

**OTHER CARDING**

Smith Echo

Trump Suit Pref.

Foster Echo

**SPECIAL CARDING PLEASE ASK**