

SPECIAL DOUBLES
 After Overcall: Penalty
 Negative thru _____
 Responsive: thru _____ Maximal
 Support: Dbl thru 2M _____ Rdbl
 Card-showing Min. Offshape T/O
 1-lvl = 15+ART Hrbt negs exc/1♠

NOTRUMP OVERCALLS
 Direct: 10 to 16 Systems on
 Conv. Takeout _____
 Balance: 11 to 16
 Jump to 2NT: Minors 2 Lowest
 Conv. Strong 2-suiter _____

DEFENSE VS NOTRUMP
 vs: includes 16+ _____ cannot have 16
 2♠ Majors _____ Majors const _____
 2♦ 1 major _____ Majors light _____
 2♥ +minor _____ NAT _____
 2♣ +minor _____ NAT _____
 Dbl 4M, longer min _____ penalty _____
 Other: _____

JUMP OVERCALL
 Strong Intermediate Weak
 Touching suits, 5+ lower, 4+ hig

OPENING PREEMPTS
 Sound Light Very Light
 3/4-bids
 Conv./Resp. _____

DIRECT CUEBID
 Over: Minor Major
 Natural
 Strong T/O
 Michaels
 Non-touching, 4+ higher, 5+ lower

OVER OPP'S T/O DOUBLE
 New Suit Forcing: 1-level 2-level
 Redouble implies no fit
 2NT Over Limit + Limit Weak
 Majors
 Minors
 Other: _____

VS OPENING PREEMPT DOUBLE IS
 Takeout thru _____ Penalty
 Conv. Takeout: _____
 Lebensohl 2NT Response
 Other: _____

SLAM CONVENTIONS Gerber 4NT: Blackwood RKC 1430
 vs. Interference: DOPI DEPO Level: _____ 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
 Parity vs Suits Attitude vs NT
 Primary signal to partner's leads
 Attitude Count Suit Preference

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

SPECIAL CARDING PLEASE ASK

NAMES Michael Shuster and Jeff Goldsmith

GENERAL APPROACH
 t-Walsh, coded minors (1D = 18-19 or D), 1C = (15-17 or C)
 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 xfer Walsh, coded m

NOTRUMP OPENING BIDS
 1NT _____ 3♠ Puppet _____ 2NT 20 to 21 _____
 12 to 14 _____ 3♦ (13)(54) _____ Puppet Stayma _____
 _____ to _____ 3♥ _____ Transfer Respo _____
 5-Card Major Common 3♣ _____ Jacoby Texa _____
 System On Over Art 2C/X _____ 3♣ puppet to 3N for r _____

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: ALL JS ART JR Mix
 1NT: Forcing Semi-forcing
 2NT: Forcing Inv. to _____
 3NT: 13 to 15
 Drury : Reverse 2-Way Fit
 Other: 2♣ = Art GF 2♦ = Art INV

MINOR OPENING
 Expected Min. Length 4 3 NF 0-2 Cc
 1♠
 1♦
RESPONSES
 Double Raise: Force Inv. Weak
 After Overcall: Force Inv. Weak
 Forcing Raise: J/S in other minor
 Single raise Other: 2S, XFER Rec
 Frequently bypass 4+
 1NT/1♠: 6 to 10
 2NT: Forcing Inv. 12 to 15
 3NT: 16 to 17
 Other: 2♥ = weak ♠ or INV

DESCRIBE
 2♣ 22 to _____ HCP
 Strong Other
 2♦ Response: Neg Waiting
 2♣ 4 to 8 HCP ♥ or ♠ 1/2, 3/4 = Flann
 Natural: Weak Intermediate Strong Conv
 2♥ 8 to 12 HCP
 Natural: Weak Intermediate Strong Conv
 2♠ 8 to 12 HCP
 Natural: Weak Intermediate Strong Conv

RESPONSES/REI
 2♥ = NEG (VERY weak)
 2NT Force New Suit
 2N Feature, 3♦ fit
 2NT Force New Suit
 3C asks shortness
 2NT Force New Suit

OTHER CONV CALLS: New Minor Forcing 2-Way NMF 2♣ puppet
 Weak jump shifts: In Comp. Not In Comp.
 4th Suit Forcing: 1 Round To Game
 XYZ, XYy

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