



SPECIAL DOUBLES

After Overcall: **Penalty** _____
 Negative thru 4♥
 Responsive : thru 3♠ Maximal
Support: Dbl. thru 2♠ Redbl
 Card-showing Min. Offshape T/O

NOTRUMP OVERCALLS

Direct: 15 to 18-- Systems on
Conv. Q=GF Stmn _____
Balancing: 11 to 15
 Jump to 2NT: Minors 2 Lowest
Conv. _____

NAMES Mark Jones/ Bernie Yomtov

GENERAL APPROACH

2 over 1
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 _____

SIMPLE OVERCALL

1 level 7 to 18 HCP (usually)
 often 4 cards very light style
Responses
 New Suit: Forcing NF Const NF
 Jump Raise: Forcing Inv. Weak
 JQ mixed, suit, Q=good raise, light raises

DEFENSE VS NOTRUMP

vs: strong _____ weak _____
 2♣ UPH: ♠+♥ UPH: ♠+♥ _____
 2♦ Natural Natural _____
 2♥ Natural Natural _____
 2♠ Natural Natural _____
 Dbl: M-m two suiter UPH: strong _____
 Other PH 2♠ = ♠ _____
 Sys on in resp to X of wk N

NOTRUMP OPENING BIDS

1NT
14+ to 17+
 to _____
 5-card Major common
 System on over X, 2♣
 2♣ Stayman Puppet
 2♦ Transfer to ♥ 4♦, 4♥ Transfer
 Forcing Stayman Smolen after 2N too
 2♥ Transfer to ♠ Lebensohl (fast denies)
 2♠ > 2N, minor(s) _____ Neg. Double 2-level _____
 2NT > 3♠ _____ Other: 2♣-2N 4-4 maj, min hand _____

2NT 20 to 22
 Puppet Stayman
Transfer Responses:
 Jacoby Texas
 3♠ Xfer to 3N _____
 Minor 1 or 2 suiter _____
3NT 25 to 26
 4♠ Stmn, 5♣ Gerber _____

JUMP OVERCALL

Strong **Intermediate** **Weak**
 1S-3H S; 1H-2S INT: Minors Int V, Wk NV

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 JS=fit _____

OPENING PREEMPTS

Sound Light Very Light
 3/4-bids
 Conv./Resp. new suit F; 4♠ special KC

MAJOR OPENING

Expected Min. Length 4 5
 1st/2nd
 3rd/4th (usually 5)

MINOR OPENING

Expected Min. Length 4 3 0-2 Conv.
 1♣
 1♦

RESPONSES

Double Raise: Force Inv. Weak
 After Overcall: Force Inv. Weak
 2N=Forcing Raise; splinters; Q=Lim+
 3m=inv raise with 5-cd suit.

RESPONSES

Double Raise: Force Inv. Weak
 After Overcall: Force Inv. Weak
 Forcing Raise: J/S in other minor
 Single raise Other: J/S to 2♦/♥ _____

DIRECT CUEBID

OVER: Minor Major
 Natural
 Strong T/O
 Michaels
 (1m)-P-(1X)-2m/X natural

VS Opening Preempts Double Is

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

SLAM CONVENTIONS

Gerber : 4NT: Blackwood RKC 1430
 Last train; Jump to 5-level or bid over Texas=Exclusion; 4C ace-asking
 after preempt; after minor agreement: 4-level next suit ace-asking; 3-level
 4m ace-asking; Dopi below our suit, depo above; 6-KC RKC

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) 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	A K J x A Q J x
K Q x K J T x A J T 9 A T 9 x	A J T 9 A T 9 x
Q J x K T 9 x K Q J x K Q T 9	K Q J x K Q T 9
J T 9 Q T 9 x Q J T x Q T 9 x	Q J T x Q T 9 x
K Q T 9 J T 9 x T 9 x x	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

DEFENSIVE CARDING

vs SUITS vs NT
 Standard:
 Except
 Upside-Down:
 count
 attitude

FIRST DISCARD

Lavinthal
 Odd/Even

OTHER CARDING

Smith Echo
 Trump Suit Pref.
 Foster Echo

Primary signal to partner's leads

Attitude Count Suit preference

SPECIAL CARDING

PLEASE ASK

1NT: Forcing Semi-forcing PH

2NT: Forcing Inv. to _____
 3NT: 15 to 16
 Drury : Reverse 2-Way Fit
 Other: 3N shows 4x3; SS game try
 1M-2M-2N general game try.

Frequently bypass 4+♦ sometimes

1NT/1♣ 6 to 10
 2NT Forcing Inv. 12 to 14
 3NT: 15 to 16

Other splntr: Cheapest JS may be F raise

DESCRIBE

RESPONSES/REBIDS

2♣ <u>21</u> to <u>+</u> HCP Strong <input type="checkbox"/> Other <input type="checkbox"/> 2♦ Resp: Neg <input type="checkbox"/> Waiting <input type="checkbox"/>	artificial 2♦ neg; 2♥ artificial pos 2N = bal 8-10
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"/>	Over all Weak two's: New suit by UPH Forcing 2N = Ogust New suit over T-O X lead- directing with support XX forces opener to bid next suit
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"/>	
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"/>	

OTHER CONV. CALLS: New Minor Forcing: 2-Way NMF 2C NMF, inv+

Weak Jump Shifts: In Comp. Not in Comp.

4th Suit Forcing: 1 Rd. Game 1♣-1♦-1♥-2♠=FS: Unusual/unusual

2N artificial after single raise by opener ("Spiral"); Wolff over jump 2N rebid

Jump shift in comp or by PH fit-showing. By UPH: 1♦-3♣, 1♠-3♥ invt.

1M-3m by UPH=5-cd suit w/3-cd support, inv. Jump rev=splinter, inv or very strong.