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GENERAL APPROACH

2/1

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

SPECIAL DOUBLES

After Overcall: Penalty _____

Negative thru 4♠

Responsive : thru 4♥ Maximal

Support: Dbl. thru _____ Redbl

Card-showing Min. Offshape T/O

NOTRUMP OVERCALLS

Direct: 15 to 18 Systems on

Conv. _____

Balancing: 10 to 16

Jump to 2NT: Minors 2 Lowest

Conv. 2♣ is size ask

DEFENSE VS NOTRUMP

vs: Strong _____ Weak _____

2♣ ♣ + MAJ ♥ + ♠

2♦ ♦ + MAJ ♥ OR ♠

2♥ ♥ ♠ + minor

2♠ ♠ ♠ + minor

Dbl: 1 min or ♥ + ♠ Pen (Dont in ba

Other Reverse Capp over wk nt

SIMPLE OVERCALL

1 level 8+ to 16 HCP (usually)

often 4 cards very light style

Responses

New Suit: Forcing NF Const NF

Jump Raise: Forcing Inv. Weak

Jump Q = Mixed Raise Q = Limit

JUMP OVERCALL

Strong Intermediate Weak

VUL. _____ non-vul _____

OPENING PREEMPTS

Sound _____ Light _____ Very Light _____

3/4-bids

Conv./Resp. NAMYATS

DIRECT CUEBID

OVER: Minor _____ Major _____

Natural

Strong T/O

Michaels

Leaping Michael's

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 1N relay to 2♣, 2♣=3 2♦=4 r

VS Opening Preempts Double Is

Takeout thru 4♥ Penalty

Conv. Takeout: _____

Lebensohl 2NT Response

Other: _____

SLAM CONVENTIONS Gerber : 4NT: Blackwood RKC 1430

1♣-2♣-4♦ 1♦-2♦-4♥ Exclusion 0-1-1-2-2

4♣ = RKCB over club preempts (4♦ over club preempts)

vs Interference: DOPI DEPO Level: DOPE/ROPE 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

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

NOTRUMP OPENING BIDS

1NT

15- to 17

to _____

5-card Major common

System on over X, 2♣

2♣ Stayman Puppet

2♦ Transfer to ♥

Forcing Stayman

2♥ Transfer to ♠

2♠ Tr to ♣ (post) _____

2NT Tr to ♦ (post) _____

3♣ 5♣ + 5♦ invite _____

3♦ 5♥ + 5♠ invite _____

3♥ 1-4-4-4 _____

3♠ 4-1-4-4 _____

4♦, 4♥ Transfer

Smolen

Lebensohl (Fast denies)

Neg. Double 2-3 lev _____

Other: 1N-2♣-2N = 5MAJ min-2♣-3MAJ = 5MAJ max

2NT 20 to 21

Puppet Stayman

Transfer Responses:

Jacoby Texas

3♠ MSS _____

3NT _____ to _____

4 level minor preempt _____

Conventional NT Openings

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: _____

1NT: Forcing Semi-forcing

2NT: Forcing Inv. _____ to _____

3NT: Good for trump rais

Drury : Reverse 2-Way Fit

Other: 2NT by ph = ♣ (invite)

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: off in comp _____

Frequently bypass 4+♦

1NT/1♣ 6/8 to 10

2NT Forcing Inv. 11 to 12

3NT: 13 to 15

Other Wolff signoff _____

DESCRIBE

RESPONSES/REBIDS

2♣ _____ to _____ HCP

Strong Other 2♦=0-1, 2♥=2, 2♠=3, 2NT=3, 3♣=4+

2♦ Resp: Neg Waiting Kokish

2♦ 5 to 10 HCP

Natural: Weak Intermediate Strong Conv. 2NT Force New Suit NF

2♥ 5 to 10 HCP

Natural: Weak Intermediate Strong Conv. 2NT Force New Suit NF

2♠ 5 to 10 HCP

Natural: Weak Intermediate Strong Conv. 2NT Force New Suit NF

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

Weak Jump Shifts: In Comp. Not in Comp. 1m-1NT-2 Om = ♥+♠

4th Suit Forcing: 1 Rd. Game Truscott / strong 1♣

x of 4 level splinter = lead suit above Strong (K>GF) Jump Shifts

SPECIAL CARDING

PLEASE ASK