



NAMES Howard M Sandler. Sim Therrell

### GENERAL APPROACH

**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 \_\_\_\_\_  
2♣ Stayman  Puppet   
2♦ Transfer to ♥  4♦, 4♥ Transfer   
Forcing Stayman  Smolen   
2♥ Transfer to ♠  Lebensohl  (trns\_denies)  
2♠ range ask or ♣ Neg. Double  >3♥  
2NT >3♦ (likes ♦) Other: neg at 2/3-level \_\_\_\_\_

3♣ 5/5 minors, weak \_\_\_\_\_  
3♦ 5/5 minors, GF \_\_\_\_\_  
3♥ 5/5 majors, weak \_\_\_\_\_  
3♠ 5/5 majors, GF \_\_\_\_\_

**2NT** 20 to 21  
Puppet Stayman   
**Transfer Responses:**  
Jacoby  Texas   
3♠ \_\_\_\_\_

**3NT** 25 to 27  
\_\_\_\_\_

**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  Splitter   
Other: J2NT \_\_\_\_\_  
1NT: Forcing  Semi-forcing   
2NT: Forcing  Inv.  \_\_\_\_\_ to \_\_\_\_\_  
3NT: \_\_\_\_\_ to \_\_\_\_\_  
Drury : Reverse  2-Way  Fit   
Other: \_\_\_\_\_

### 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: LR or better \_\_\_\_\_  
Frequently bypass 4+♦   
1NT/1♣ 8 to 10  
2NT Forcing  Inv.  11 to 12  
3NT: 13 to 15  
Other: \_\_\_\_\_

### SPECIAL DOUBLES

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

### NOTRUMP OVERCALLS

**Direct:** 15 to 18 Systems on   
**Conv.**  Transfer Leb is ON \_\_\_\_\_  
**Balancing:** 11 to 15  
Jump to 2NT: Minors  2Lowest   
**Conv.**  systems on \_\_\_\_\_

### DEFENSE VS NOTRUMP

vs: Strong \_\_\_\_\_ Weak \_\_\_\_\_  
2♣ \_\_\_\_\_ majors \_\_\_\_\_  
2♦ \_\_\_\_\_  
2♥ \_\_\_\_\_  
2♠ \_\_\_\_\_  
Dbl: Majors \_\_\_\_\_ Penalty \_\_\_\_\_  
Other 2NT=Pwr Raise over major \_\_\_\_\_

### SIMPLE OVERCALL

1 level 8 to 18 HCP (usually)  
often 4 cards  very light style   
**Responses**  
New Suit: Forcing  NFConst  NF   
Jump Raise: Forcing  Inv.  Weak

### JUMP OVERCALL

Strong  Intermediate  Weak

### OPENING PREEMPTS

Sound Light Very Light  
3/4-bids     
Conv./Resp. \_\_\_\_\_

### DIRECT CUEBID

OVER: Minor Major  
Natural    
Strong T/O    
Michaels

### 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 \_\_\_\_\_

### VS Opening Preempts Double Is

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

**SLAM CONVENTIONS** Gerber : 4NT: Blackwood  RKC  1430   
0314. Q ask, specific Kings. 5NT=pick-a-slam

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 x	<b>X X</b> x x x x
x x x x	x x x x
A K x <b>T</b> 9 x	A K J x A Q J x
<b>K</b> Q x K <b>J</b> T x	A <b>J</b> T 9 A <b>T</b> 9 x
<b>Q</b> J x K <b>T</b> 9 x	<b>K</b> Q J x K <b>Q</b> T 9
<b>J</b> T 9 Q <b>T</b> 9 x	<b>Q</b> J T x Q <b>T</b> 9 x
<b>K</b> Q T 9	<b>J</b> T 9 x <b>T</b> 9 x x

### LENGTH LEADS:

4th Best vs SUITS  vs NT   
3rd/5th Best vs SUITS  vs NT   
coded 9s, 10s versus 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

### SPECIAL CARDING

### PLEASE ASK

### DESCRIBE RESPONSES/REBIDS

DESCRIBE	RESPONSES/REBIDS
2♣ <u>20</u> to <u>+</u> HCP Strong <input type="checkbox"/> Other <input type="checkbox"/> 2♦ Resp: Neg <input type="checkbox"/> Waiting <input type="checkbox"/>	
2♦ <u>5</u> to <u>11</u> HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	modified Ogust resp 2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>
2♥ <u>5</u> to <u>11</u> HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>
2♠ <u>5</u> to <u>11</u> HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	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.  NIC=invitational

4th Suit Forcing: 1 Rd.  Game   
SS game tries. 2S/2NT=start of help suit tries: 1NT-(x)-xx=penalty.

Ogust 3♣=good 5-cd, 3♦=B/B, 3♥=B/G, 3♠=G/B, 3NT=G/G  
1nt-(x)-XX=Penalty; (1m)-P(1NT)-2♣=5/4Maj, 2♦=5/5Maj