

SPECIAL DOUBLES

After Overcall: Penalty _____
Negative thru _____ 3S
Responsive : thru _____ 3S Maximal
Support: Dbl. thru _____ 2H Redbl.
Card-showing Min. Offshape T/O
1m - (1H) - Double = 4 spades

SIMPLE OVERCALL

1 level _____ 7 to _____ 16 HCP (usually)
often 4 cards very light style
Responses
New Suit: Forcing NF Const. NF
Jump Raise: Forcing Inv. Weak
Jump Cue = LR+

JUMP OVERCALL

Strong Intermediate Weak
2NT = Oguist

OPENING PREEMPTS

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

DIRECT CUEBID

OVER: Minor Major
Natural
Strong T/O
Michaels
(1C)-3C & (1D2+)-3D natural, other jump cue ask partner to bid 3NT

SLAM CONVENTIONS Gerber 4NT: Blackwood RKC 1430

5NT = 2+ void; 6 suit = 1+ void; 5H = 2 without Q, 5S = 2 with Q

Exclusion KCB (0/4,1,2,3); Redwood

vs Interference: DOPI DEPO Level: DOP1 at 5, DEPO at 6 ROPI

NOTRUMP OVERCALLS

Direct: 15+ to 18 Systems on
Conv. (2D,2H,2S) - 2NT Systems on
Balancing: 11+ to 14
Jump to 2NT: Minors 2 Lowest
Conv. Systems on

DEFENSE VS NOTRUMP

vs: Always _____
2♣ One suited _____
2♦ Spades + Hearts _____
2♥ Hearts + minor _____
2♠ Spades + minor _____
Dbl: Penalty _____
Other: _____ 2NT = minors

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 _____ 4H Penalty
Conv. Takeout: _____
Lebensohl 2NT Response
Other: _____ After 3NT, systems on

LEADS (circle card led, if not in bold)

versus Suits	versus Notrump
xx xx (x) x xx (x) x x x	
(x) x (x) x (x) x x x xxx xxx 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

SPECIAL CARDING

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

PLEASE ASK

NAMES Alan-Arif-Bob-Bob-Ken-Mukund-Steve

GENERAL APPROACH

2/1 - The System v1.4

Two Over One: Game Forcing Game Forcing Except When Suit Rebid
VERY LIGHT: Openings 3rd Hand Overcalls Preempts
FORCING OPENING: 1♣ 2♣ Natural 2Bids Other

NOTRUMP OPENING BIDS

1NT _____
15 to 17
to _____
5-card Major common
System on over Double & 2C
2♣ Stayman Puppet
2♦ Transfer to ♥ 4♦, 4♥ Transfer
Forcing Stayman Smolen
2♥ Transfer to ♠ Lebensohl (fast denies)
2♠ Clubs - Weak/Inv/Strong Neg. Double -> 2S
2NT Diams - Weak/Inv/Strong Other: _____ 2NT=accept, 1NT-(Dbl)-Pass force

2NT 20 to 21

Puppet Stayman
Transfer Responses:
Jacoby Texas
3♠ msS; 4M=1430
Smolen _____

3NT _____ to _____

Gambling - no A,K outside in 1st, 2nd

Conventional NT Openings

4NT = Quan after Jacoby
4NT = RKC after Texas

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: _____ Int.JS; Jacoby - asks shortness

1NT: Forcing Semi-forcing

2NT: Forcing Inv. _____ to _____

3NT: _____ 12 to 14 w/3

Drury : Reverse 2-Way Fit

Other: _____ 3 way game tries; 1M - 3M shows 4+

MINOR OPENING

Expected Min. Length 4 3 ^{NF} 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: _____ Inv+ _____

Frequently bypass 4+♦

1NT/1♣ _____ 6 to _____ 10

2NT Forcing Inv. _____ 11 to _____ 12

3NT: _____ 13 to _____ 15

Other: _____ Int.JS

DESCRIBE

RESPONSES/REBIDS

2♣ _____ to _____ HCP
Strong Other
2♦ Resp: Neg Waiting
2NT=5m-5m Cheapest 3 = 2nd Neg; Dbl = 2nd Neg
Dbl=Neg, XX=Neg 2C - 2D; 2NT - (systems on)

2♦ _____ 5 to _____ 11 HCP
Natural: Weak Intermediate Strong Conv.
Feature with maximum
2NT Force New Suit NF

2♥ _____ 5 to _____ 11 HCP
Natural: Weak Intermediate Strong Conv.
Feature with maximum
2NT Force New Suit NF

2♠ _____ 5 to _____ 11 HCP
Natural: Weak Intermediate Strong Conv.
Feature with maximum
2NT Force New Suit NF

OTHER CONV. CALLS: New Minor Forcing: 2-Way NMF XYNT (2NT->3C)

Weak Jump Shifts: In Comp. Not in Comp. JS by passed hand = 5+ with 4+ support

4th Suit Forcing: 1 Rd. Game Wolf Signoff (1X-1Y-2NT-3C); Unusual vs. Unusual

Reverse promises rebid and lebensohl; Non-serious 3NT

2/1 by passed hand non-forcing; vs Big Club: 1NT for majors, 2NT for minors