

**SPECIAL DOUBLES**

After Overcall: Penalty  if inv. exists or > 4S  
Negative  thru 3S  
Responsive  thru 2S Maximal   
Support: Dbl.  thru 2S Redbl   
Card-showing  Min. Offshape T/O   
Short suit X most of times (up to 3D)

**SIMPLE OVERCALL**

1 level 6 to 15 HCP (usually)  
often 4 cards  very light style   
**Responses**  
New Suit: Forcing  NF Const  NF   
Jump Raise: Forcing  Inv.  Weak   
Jump Qbid: mixR; 2N: LR (over pd's 1M overcall)

**JUMP OVERCALL**

Strong  Intermediate  Weak   
2M: 10-14HCP (2N: ask short); Else weak

**OPENING PREEMPTS**

Sound Light Very Light  
3/4-bids     
Conv./Resp. 4C or 4D/4C: RKC (011+)

**DIRECT CUEBID**

OVER: Minor Major  
Natural    
Strong T/O    
Michaels    
Against 1M-(2M): 2N=C, 3C=D, 3D=mixR, Qbid=LR

**SLAM CONVENTIONS**

Gerber : 4NT: Blackwood  RKC  1430   
Minorwood 4C/4D if fit below 4C/4D or Strong 6+m; ELSE 4NT=RKC(0314)  
Response to 5NT: lowest K  
vs Interference: DOPI  DEPO  Level: \_\_\_\_\_ ROPI

**LEADS** (circle card led, if not in bold)

versus Suits	versus Notrump
<b>X X</b> x x <b>X X</b>	<b>X X</b> x x x x
x x <b>X</b> x x x <b>X X</b>	x x x x x x <b>X X</b>
A <b>K</b> x <b>T</b> 9 x	A <b>K</b> J x A <b>Q</b> J x
<b>K</b> Q x <b>K</b> J T x	A <b>J</b> T 9 A <b>T</b> 9 x
<b>Q</b> J x <b>K</b> T 9 x	<b>K</b> Q J x <b>K</b> Q T 9
<b>J</b> T 9 <b>Q</b> T 9 x	<b>Q</b> J T x <b>Q</b> T 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   
Attitude vs NT

**Primary signal to partner's leads**

Attitude  Count  Suit preference

**SPECIAL CARDING**

**NOTRUMP OVERCALLS**

Direct: 14 to 18 Systems on   
Conv.  14-17 vs. m, 15-18 vs. M  
Balancing: 12 to 16  
Jump to 2NT: Minors  2Lowest   
Conv.

**DEFENSE VS NOTRUMP**

vs: Direct strong NT or weak Else  
2 **♣** majors C + higher  
2 **♥** single major D + higher  
2 **♦** H + minor majors  
2 **♠** S + minor S  
Dbl: minor or pen. 1-suiter  
Other Resp 2N: strong  
1D-(1N)-2C: ask major

**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 3S Penalty   
Conv. Takeout: 2M-4M: both minors  
Lebensohl 2NT Response   
Other: Leap Michaels (4 level)

**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**

**NAMES 2/1**

**GENERAL APPROACH**

2/1 game forcing except 1D-2C

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  Light @ NV

**NOTRUMP OPENING BIDS**

1NT  
14+ to 17  
to  
5-card Major common   
System on over X, 2C  
2 **♣** Stayman  Puppet   
2 **♦** Transfer to **♥**   
Transfer to **♠**   
2 **♥** Transfer to **♠**   
2 **♠** Inv 3N or xfr to C  
2NT ask better minor  
3 **♣** 6+C w/ 2 of AKQ, Inv  
3 **♦** 6+D w/ 2 of AKQ, Inv  
3 **♥** 31(45), 12+HCP  
3 **♠** 13(45), 12+HCP  
vs pen. x: DONT, P forces xx  
4 **♦**, 4 **♥** Transfer   
Smolen   
Lebensohl  (fast denies)  
Neg. Double  3C/D/H  
Other: takeover x at 2 level

2NT 20 to 21

Puppet Stayman   
Transfer Responses:  
Jacoby  Texas   
3 **♠** mSS

3NT \_\_\_\_\_ to \_\_\_\_\_  
7+ solid minor (naked)

**Conventional NT Openings**

2NT: sys. on over 3C/x  
1N/2N-4S: Strong slam

**MAJOR OPENING**

Expected Min. Length	4	5
1st/2nd	<input type="checkbox"/>	<input checked="" type="checkbox"/>
3rd/4th	<input checked="" type="checkbox"/>	<input type="checkbox"/>

**RESPONSES**

Double Raise: Force  Inv.  Weak   
After Overcall: Force  Inv.  Weak   
Conv. Raise: 2NT  3NT  Splinter   
Other: Bergen, NFB (2 level only)  
1NT: Forcing  Semi-forcing   
2NT: Forcing  Inv.  \_\_\_\_\_ to \_\_\_\_\_  
3NT: void in oM to 4C/4D: void  
Drury : Reverse  2-Way  Fit   
Other: Drury ON over x

**MINOR OPENING**

Expected Min. Length	4	3	0-2	Conv.
1 <b>♣</b>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
1 <b>♦</b>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

**RESPONSES**

Double Raise: Force  Inv.  Weak   
After Overcall: Force  Inv.  Weak   
Forcing Raise: J/S in other minor   
Single raise  Other: Inv. minor off over x  
Frequently bypass 4+   
1NT/1 **♣** 6-10 \_\_\_\_\_ to 1D-3C (6-9), Nat.  
2NT Forcing  Inv.  11+ to 13  
3NT: 13-15 to 1m-(x)-2M: wk 2  
Other: 1m-2S: J2N; 1m-2H: 5S+4H (5-9HCP)

**DESCRIBE**

**RESPONSES/REBIDS**

2 <b>♣</b> 22+ or to 9 trks HCP Strong <input checked="" type="checkbox"/> Other <input type="checkbox"/> 2 <b>♦</b> Resp: Neg <input type="checkbox"/> Waiting <input checked="" type="checkbox"/>	2H: slammy; 2S: dbl neg. (flat) 2NT: 8+ bal; other: xfr
2 <b>♦</b> 10 to 14 HCP 4+S & 5+H Natural: Weak <input type="checkbox"/> Intermediate <input checked="" type="checkbox"/> Strong <input type="checkbox"/> Conv. <input checked="" type="checkbox"/>	2D-2N-3C (minimum) 2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/>
2 <b>♥</b> 5 to 10 HCP Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	2N: Ask shortness, 3C: Ogust 2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/>
2 <b>♠</b> 5 to 10 HCP Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	2N: Ask shortness, 3C: Ogust 2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/>

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

Weak Jump Shifts: In Comp.  Not in Comp.

4th Suit Forcing: 1 Rd.  Game

Impossible 2S; XYZ: 1x-1y-1z-2C (inv.), 1x-1y-1z-2D (GF)

Unusual vs. Unusual