



### SPECIAL DOUBLES

After Overcall: **Penalty**  \_\_\_\_\_  
 Negative  thru 3♠  
 Responsive  : thru 3♠ Maximal   
**Support: Dbl.**  thru 3 level **Redbl**   
 Card-showing  Min. Offshape T/O   
 TO through 4♥

### 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 cuebid = mixed raise

### 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

**SLAM CONVENTIONS** Gerber : 4NT: Blackwood  RKC  1430   
 Exclusion Blackwood

vs Interference: DOPI  DEPO  Level: 5 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	(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   
 A lead gives count usually Attitude vs NT

**Primary signal to partner's leads**  
 Attitude  Count  Suit preference

### SPECIAL CARDING

### NOTRUMP OVERCALLS

**Direct:** 15 to 18 Systems on   
**Conv.**  \_\_\_\_\_  
**Balancing:** 10 to 14  
 Jump to 2NT: Minors  2 Lowest   
**Conv.**  \_\_\_\_\_

### DEFENSE VS NOTRUMP

vs: **Strong NT** weak NT  
 2♣ **relay to 2♦** nat  
 2♦ **both majors** nat  
 2♥ **♥ and minor** nat  
 2♠ **♠ and minor** nat  
 Dbl: **penalty** 15+ hcp  
 Other: \_\_\_\_\_

### 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: \_\_\_\_\_

### DEFENSIVE CARDING

Standard:  vs SUITS vs NT  
 Except   
 5+ contracts, K for count  
 Upside-Down: count  attitude

### FIRST DISCARD

Lavinthal    
 Odd/Even

### OTHER CARDING

Smith Echo    
 Trump Suit Pref.    
 Foster Echo

### PLEASE ASK

**NAMES** Ken and Chung

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

### NOTRUMP OPENING BIDS

**1NT**  
15 to 17  
 to \_\_\_\_\_  
 5-card Major common   
 System on over 2♣  
 2♣ Stayman  Puppet   
 2♦ **Transfer to ♥**  **4♦, 4♥ Transfer**   
**Forcing Stayman**  **Smolen**   
 2♥ **Transfer to ♠**  **Lebensohl**  (**Fast denies**)  
 2♠ **transfer to ♣**  **Neg. Double**   
 2NT **transfer to ♦**  **Other: 1N-2C-X=stayman 1N-X-XX=SOS**

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

3NT \_\_\_\_\_ to \_\_\_\_\_  
 gambling \_\_\_\_\_

### 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: 13 to 15

**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: \_\_\_\_\_

Frequently bypass 4+♦

1NT/1♣ 6 to 10

2NT Forcing  Inv.  11 to 12

3NT: 13 to 15

Other: \_\_\_\_\_

### DESCRIBE

### RESPONSES/REBIDS

DESCRIBE	RESPONSES/REBIDS
2♣ _____ to _____ HCP Strong <input type="checkbox"/> Other <input type="checkbox"/> or 8.5 tricks 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"/>	Feature 2NT 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"/>	Feature 2NT 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"/>	Feature 2NT 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.  wjs always except for passed hand

4th Suit Forcing: 1 Rd.  Game

Sandwich 1NT, Leaping Michaels, Mixed Raise, unusual vs unusual