

<p>SPECIAL DOUBLES Neg, Resp = Yes Maximal (if no space and they have fit) 1M-(P)-1N-(2X/3X)-X =T/O (1x)-1y-(1nt)-X=t/o snapdragon;support</p>	<p>NOTRUMP OVERCALLS Direct = 15+ to 18 HCP Indirect = 16 to 19 HCP (4 suit TRF) Balancing = 10 to 16 Jump to 2NT = 2 lowest</p>	<p>MARTY FLEISHER-MICHAEL KAMIL</p> <p>2/1 GAME FORCING</p> <p>NOTRUMP OPENING BIDS</p>	
<p>SIMPLE OVERCALL 8 to 19 HCP New Suit = Non-Force/1L Q = 3 card LR /1 RD Force JQ = Mixed raise JS = Inv (if 3rd hand passes or makes weak bid) JR = Preempt 2N=LR if 3rd hand makes neg X. (1x)-1/2M-(2X)-2NT=raise</p>	<p>DEFENSE vs NOTRUMP vs Str NTs (Dir & Bal) ♠ = ♥ & ♣ 2♦ = ♥ or ♣ 2♥ = 5+♥ & 4+♣ or ♦ 2♠ = 5+♠ & 4+♣ or ♦ 2NT = ♣ & ♦ Dbl=5+♣ or ♦ & 4♥ or ♠ or sound 2M or ♦ only)</p> <p>vs Wk NT same as above except Dbl = Pen</p>	<p>1NT 15 to 17 vul+3rd/4th 1NT 14 to 16 non-vul (1st & 2nd)</p> <p>2♣ = Puppet Stayman Jacoby;Texas 2♠ = ♣ (any strength) 3♠ = ♦ (INV+) 3♦(GF) = minors 3♥(GF) = 1♥ & 3♠ 3♠(GF) = 1♠ & 3♥ 4♠ = Slam INV w/4-4 minors Smolen Retrf/Preaccept Neg X thru 3♠ TRF Lebensohl (SASS)</p>	<p>2NT 20 to 22 HCP</p> <p>Stayman; Jacoby 3♠ - 3N (minor suits)(now next suit=RKCB) Smolen; Texas = S/T 4♠ = Slam INV w/4-4 minors Retrf/Preaccept Texas = S/T (only in non-comp)</p> <p>3N = solid minor (1st 2nd only) (no Ace or King outside)</p> <p>4NT = strong 5 minor bid</p>
<p>JUMP OVERCALL Preemptive/INTER at UNFAV New Suit forcing 2N asks for singleton</p>	<p>OVER OPP's T/O DBL NSF at 1 level XX--no 4 card fit P may be good hand JS = PRE; FS at 2/3L by PH After 1♥ or 1♠: 2N = 4 trump LR 3N = good 1-4 transfers 3♠ = 7 to 9, 4 trump CR Splinter After 1♣ or 1♦: 2N=LR 3m=PRE (NV); Mixed (V)</p>	<p>MAJOR OPENINGS Seldom on 4 cards Double Raise = LR; Pre/Mixed in Comp 3X=INV; Forc. Raise =2NT 1♠-3N, 1♥-3♠ = mini-splinter; Splinter (1♥-3N=♠ Splinter) JS=FS (PH ~3♣); 2NT=FSJ in ♣ (PH) 1NT=semi-forcing Reverse 2 way Drury TWC/1N rebid Wolff/2N rebid</p>	<p>MINOR OPENINGS 1♣ on all bal hands</p> <p>TRF responses to 1♣ 1♦=unbal Double Raise = mixed Single Raise = Forcing (off in comp 3m=NF(next turn)) 3M=Preempt 1♣-1NT =♠s 1♣-2♣=♦s 1♣-2♦/3♣s=♠s&♦s 1m-2n=GF, but 1♣-1NT might be weak ♠s</p>
<p>OUR PREEMPTS Std/aggressive 4♠=RKCB (4♦/3♣)</p>			
<p>DIRECT CUEBID Michaels Cuebid includes (1♠-p-2♠-2N)</p>	<p>vs THEIR PREEMPTS DBL is T/O Lebensohl over UPH X 4♣ vs Wk 2M=♣ & ♦ (NF) 4♦ vs Wk 2M=NAMYATS Q=Michaels Jump Q=♣ & ♦</p>	<p>2♣ Strong; Control resp. 2♦=0-1; 2♥=2; 2♠=2 of top 3; any suit; 2NT =3; 3♣=4, 3♦=5+; 2♣-2♦3M=4M & 5+♦; 2♣-2♥-3♠=4♠ & 5+♥</p>	
<p>SLAM CONVENTIONS RKCB (r/t to suit denies queen,specific Kings/5NT); Redwood Gerber over NT; DEPO GSF (more you bid less you have) Last Train; non-serious 3NT (8+ crd major suit fit, GF, non-competition, last bid=3M/3oM, no prior NT bids) 4NT can mean I want to bid one higher than allowed</p>	<p>Multi 2♦: 1-8 HCP-- Weak 2 in ♥ or ♠; 2N asks; 4♣=trf to your suit, 4♦=bid your suit</p> <p>2M Weak: 8 to 12 HCP; 2N=Ogust; NSF except 3♠/2♥=INV; 4♣=RKCB</p>		
	<p>OTHER CONVENTIONAL CALLS 4th Suit Forcing to game Fit Showing Jumps at 4-level and by PH X=majors, 1nt=minors/strong 1♠ & 2♠ and art. ♦ responses and 2♦/strong 1♠=multi) Unusual over unusual (corr. Suits) Over t/o X =lev. conver. show extras except /NT; Good/ Bad 2NT</p>		
<p>DEFENSIVE CARD PLAY</p> <p>Suit Leads: 3rd from even, low from odd; Std. honor leads; after K lead, play 3rd best with Q in dummy NT Leads: 4th best (10xxx or better); A, for attitude ; K for honor/count; Q from KQ; J from QJ; 10/J-10; 9/10-9 In mid-hand: 9/10=0 or 2 higher Carding: Std; Third hand vs. NT: Att if A,K,or Q wins in dummy, count otherwise; Third hand vs. suits, s/p if singleton in dummy, split honors=0/2</p> <p style="text-align: right;">Updated 4/4/13</p>			