

**SPECIAL DOUBLES**

After Overcall:  
Negative  thru 4♠+   
Responsive  thru 4♣ Maximal   
Support: Dbl.  thru 2♣ Redbl   
  
xx=SOS or Honor; Snapdragon

**SIMPLE OVERCALL**

1 level 5 to 16 HCP (usually)  
often 4 cards very light style   
**Responses**    
New Suit: Forcing  IF Con  NF   
1/1, 3/2 forc.; Lower Jumps; 2N & Qs=raise  
Jump Raise: Forcing Inv. Weak

**JUMP OVERCALL**

Intermed by PH, otherwise wk; NS & 2N=1RF

**OPENING PREEMPTS**

Sound ♠/♠s.  
Standard 3♥ & 3♠ (4♣ inv.; 4♦=RKC)  
  
Namyats except NV v. V

**DIRECT CUEBUD**

Na Jump to 3♣ or 3♦ sandwich Q  
Strong T/O 3♥ or 3♠ [stopper ask]  
Michaels 2 highest suits [values]

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

DI; Kickback; 5N jump = choice; exclusion; TRKC; Stic Bids; Last  
XX of 4N or 5N suggests penalty; Non-slam RKC:0314 v. ♥ pos  
vs Interference: RKC 1430 steps until 5-level; then RKC OE; Pass = concern

**LEADS**

versus Suits	versus Notrump
⊗ x	x x x x
x x ⊗	x x x ⊗
A K x	T 9 x
K Q x	K J T x
Q J x	K T 9 x
J T x	Q J T x
K Q T 9	J T 9 x

**LENGTH LEADS:**

Low from Odd vs. SUITS  vs NT   
High from even vs. SUITS  vs NT   
Attitude vs NT

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

**SPECIAL CARDING**

**NOTRUMP OVERCALLS**

Conv.  2 lowest suits [with values]  
**Balancing:** 1N= 14+-17; 2N= 19-21  
  
Co  Jump to 2Nt = Top and Bottom

**DEFENSE VS NOTRUMP**

vs: Strong Weak & 3d NV  
2♣ ♠+major ♥+another  
2♦ ♦+major ♠+another  
2♥ both majors Natural  
2♠ Natural Natural  
Dbl: 1 suit or ♠+♣ Strength  
Other 2N= 1 suit (trans.); PP Astro @3-level  
3♥&4♦=both majors; 3N&4♠=minors

**OVER OPP'S T/O DOUBLE**

2N= Limit raise +   
1♦-X-2♥= 6+♠  
1♦-X-2♠=♣ force  
1♦-X-3♣, 4♠=min's, comp  
1♦-1♥-2♥= 6+♠  
Transfers & art. value bids  
1♥ or 1♠(-X)-JS=Flowers

**VS Opening Preempts Double Is**

Takeout with Fourmat  
3♠/4♠=♠+1 suit; 4♦=reds;  
3♥/4♥=♠+Maj.or♣forc; 4♦=mjs  
Roman Jps; Schleif; SM; 4N

**DEFENSIVE CARDING**

ALL CARDING AND SIGNALS ARE UPSIDE DOWN INCL. SUIT PREF & SMITH [Ex. After K lead v. Suit Contracts]  
  
FIRST DISCARD-count in suit or attitude.  
  
SMITH ECHO v. suits and NT  
  
ATTITUDE SIGNALS to partner's lead account for attitude to obvious shift suit

NAMES Marc Zwerling & Mark Tolliver # M597502

**GENERAL APPROACH**

FORCING 1♣/CANAPE (by Opener & Responder)  
**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  Namyats

**NOTRUMP OPENING BIDS**

1NT 14+ to 17  
3♣ Invitational  
3♦ Invitational  
3♥ 1-3-[5-4 or 4-5]  
3♠ 3-1-[5-4 or 4-5]  
5-card Major common   
System on over Conv. X, 2♣ 3♠ 1N & 2N  
2♣ Stayman  Puppet   
2♦ Transfer to ♥  4♦, 4♥ Transfer  4♠= strong raise to 4N  
2♥ Transfer to ♠  Smolen  
 Lebensohl (slow denies)  
 Neg. Double  
2 < MSS or ♦  
2NT 3-suits ♣, or RKC; After pen X, trans begn

**CONVENTIONAL NT OPENINGS**

2N=minors 11-16 HCP  
3N=solid major; 4N=1 minor

**MINOR OPENING**

Expected Min. Length 4 3 NF Conv.  
1♣      
1♦

**RESPONSES**

Dbl raise= limit [may be distributional]  
 Weak after an overcall  
Suit under JS= strong bal. dispersed raise  
Suit over JS= undisclosed min. splinter  
Maxi suit under splinters; delayed Swiss  
Flower bids in comp. & by PH  
  
2N=Minors (except BHP)  
1♥-2♠= NF; resp 2♠ rebid= F;  
trans; 1♠-3♠= strong in ♥ or ♠ or fit  
  
1♣ 1♦= art. <8 [1♥=art. force, 1♠ 2nd neg.]; 1♥=♠GF or 13+ bal.; 1♠= art. 8-12 bal.; 1N= ♥ GF; 2♠= ♦GF; 2♥= ♣GF; 2♠=minors GF; 2♥+= 3-suits; 3♠= solid minor  
  
1♦ 2♥= wk. maj's. NF; 2♠=strong in either maj.; 2N= good minors; 3-4♠= comp. mins.; 3♦= minors slam try; Becker after 1N overcall

**DESCRIBE**

2♣ 11 to 16 HCP  
Natural, usually a good 6+ card suit  
Other   
  
2♦ 11 to 16 HCP  5+♠ +4+♥  
  
2♥ 6 to 11 HCP  Natural, Weak  
2♠  
  
**RESPONSES/REBIDS**  
2♣=art. forc.; 2♥or♠ NF; 4♠=NF; 2N-3♠=trans; 4♦=maj's.; Neg X  
  
2N=force; 3♠=NF; 3♦=asks good suit; 3♥ & 3♠ = NF; 4♠♠=trans; 2♥=invites continuation  
  
2N=GF; 3♠= Ogust; 3♦= fit, Invites; 2N in Comp is good raise or off suit signoff; New suit in comp is lead directing; 2♠ & 3♥= NF; Blue♠ jps

**OTHER CONV. CALLS:** many trans. in comp; many art. forces

2N=scrambling[after bal]/Lebensohl/good-bad; unusual v. unusual; Forc. Pass/X inverted after 1♣ opening; 1♦-1♠-2♥=3+card raise of ♠; X/XX after 1♦ opening shows minors; Normal 3N in comp and as part of Eta; COG Q; CRASH steps=1♦, 1♥, 1N; 2♥, 2♠; 2NT; CRASH/2♠; many special defs. to artificial bids; Fourmat; 2 switch bids after 1♦ & 1♥ openings; trans after 1♠ opening & Opp's wk jp to 2♠