SPECIAL DOUBLES Negative X ⇒4 ♦

Responsive ⇒4 ♦ Support X: ⇒3-Cue

Snapdragon Anti-Lead X;

Equal Lev Conversion X: \*'s to \*'s only

#### SIMPLE OVERCALL

6+ hcp (v light ■) NSNF (usually) Responses: Transfer Advances.

Otherwise 3♥+ oR 3/3 = force Cue-bid Step: Limit+(2-lev) or Force (3-lev+) Jump Raise: Preemptive JS=F1 (Fit in Comp); Many Fit Bids

Jump Cue: Mixed Raise

#### WIDE RANGE JUMP OVERCALL

Weak ■ Sound at UF ■ 0-15 Tactical (may be heavy or v light) NSNF except 3H+ = F and 3/3 = F

## **OPENING PREEMPTS**

Light ■ Sound (Vul) ■

4C/D Namyats: 3-41/2 losers NSNF (NV)

> 3.4-3.♦: asks for 3-cd major 4. = Preempt RKC (or 3C-4D)

# DIRECT NT OVERCALLS

**1NT** 15 **to** 18 **hcp** (not rigid) Systems On ■

Jump to 2NT: Any Range Usually 2-lowest Unbid ■ 1NT Balance 11-15 roughly.

VS. 1NT: STRONG ■ DIRECT ■ BY PH ■

Dbl = ♦+♥ OR ♣+♠

2\* = \*+♥ OR ◆+\*

2♦ = ♥+♠

2 v/2 ▲ = Natural

Vs. WEAK NT ■ Balance by UPH ■

Dbl = Penalty (or Cards): System On

2♣ = <u>♥+♠ or one minor</u>

2♦ = <u>♥'s or ♠'s</u>

2♥/♠ = natural with minor

3m = preemptive

# Vs. OPP'S TAKEOUT DOUBLE

New Suit Non-Force: JS: To play

Redouble Implies No Fit ■

1M (X) 2NT = Mixed Raise 1D (X) 2NT = Pick a minor 1NT thru 2M<sup>-1</sup> = Transfer

2M<sup>-1</sup> = Good Raise

2M = Worst Raise

#### **DIRECT CUEBID**

Two Suits ■ Michaels

Michaels vs. Precision 2C & Fantunes 2x Otherwise 3X asks stopper Leaping Michaels: Direct Seat Only

# Vs. Opening Preempts Double Is

Takeout Weak 2's

Lebensohl ■ FADS

vs NT

3-Bids Takeout thru 4♦, 4♥:T/O, 44:Penaltyish (3C)X (P)3M: Constructive (3D: wk art,F1) Mod.Transfers after 2NT O/C

## **SLAM CONVENTIONS**

4NT: Roman Keycard ■ 1430 4T+1 RKC Sliding RKC

Interference over 4NT ■ R2D2; DEPO 5T

 $\otimes x$ 

x⊗⊗

**A**KJx

AJ**T**9

KQJx

Rusinow

Suit

Strong King

Preempt RKC:0,1,1wQ,2,2wQ Specific Ace Blackwood

x⊗x⊗

AQ**J**x

A109⊗

**K**O109

 $x \otimes xx \otimes$ 

Many Asking Bids; Trump & Control Asks after 1C Vs. NT

KJ**T**x K10**9**⊗

J**T**9x 10**9**x⊗

A or Q for Att

Count

No Rusinow: Partner's Suit

Dummy;s suit Preemptor's Side

K for Unblock or

QJ10x Q10**9**⊗

LEADS		
Vs.	Suits	
⊗x	xx⊗x	
⊗x⊗	xxxx⊗	
V AKY	109⊗	l

K**Q**x KJ@x K10@x \$ Q**J**x **J**109 Q10**9**x

# After Trick 1: Attitude

K**Q**109

J,T or 9 maybe 0 or 2 higher

# **DEFENSIVE CARDING**

Standard:

Count Attitude vs SUITS

Suit Pref

Primary Signal: SP, Att SP signals at T1 & 1st discard Very few count signals Suit Preference in Trumps

No signals vs. slams

Length Lead Vs. SUITS: 3rd Best from Even, 5th from Odd Length Lead Vs. NOTRUMP: Attitude

LEADS & SIGNALS MAY BE DECEPTIVE





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**GENERAL APPROACH: Strong Club** 

HIGHLY GGRESSIVE: ANY ACTION MAY BE LIGHTER THAN STANDARD

**1M-2C ARTIFICIAL GF.** Other 2/1 = Transfer

VERY LIGHT: OPENINGS ■ OVERCALLS ■ PREEMPTS ■

**FORCING OPENING:** 1♣ (16+ if Balanced)

NOTRUMP Freq 5-cd major, Maybe Offshape 2NT:5/5+ minors, 3-9; (9-13 UF); or GF

1NT: 10-12 NV 1<sup>st</sup> & 2<sup>nd</sup>; Any Vul 4<sup>th</sup>; Otherwise 13-15 (14-16 in 3<sup>rd</sup>)

3NT: 4m Preempt

After 10-12 NT: 2-way Stayman (2D Art GF), All Else = To Play

After 13-15 NT: 4♣/♦:SoAfr Texas ST; 4-St Jacoby (BD);2♠:♣'s or Size Ask

3. minors, GF; 3. Puppet; 3. short+30M; Lebensohl FASS; Neg Dbls thru 3. Retransfers; Smolen (5422), System On over any 2.4 or Art. Dbl (except Landy);

1 •

2.-2X-2M = signoff (scramble): 2.-2X-2N: must have 4-cd major: Landy defense

#### **MAJOR OPENINGS**

1 v-1 ♠ Opening on 4 Cards

Often 1st-2<sup>nd</sup>, 4<sup>th</sup>

3rd

Seldom/Never

## **RESPONSES**

Double Raise ■ Weak (2M denies 4) Double Raise in Comp: Preemptive

Conventional Raises:

Jacoby 2NT (Mixed+); 3NT: 4x3 COG Reverse Drury: Fit (2C)

Fit-Showing JS by PH, nf (4+ supp)

**Splinters** JS = To play; 4S always to play

2C Art GF -NF: Other 2/1 = Transfer 1M-2M = 8 losers, up to 12

3N = 4x3JS = to play

#### MINOR OPENINGS

**16+** 0+ cds 0+ cds **11-15** 

# **RESPONSES**

1 ♦: Double Raise: To Play ■

1 ♦: Double Raise in Comp: To Play

1♦: Single Raise Forcing ■

1 - 1 +: 0-8, all else 9+ (artificial)

1D-2NT: Pick a minor

**1D-3NT**: 13-15

No Splinters in Majors: 3x=natural, to play

2M = 5S/4H; 2S inv, 2H less than inv.

FSJS by PH (nf) 1D-3C=to play

1 ♦ -4M = Natural 1♦: JS in comp to play

1 ♦: 2NT = minors (in and out of comp)

1♣: Artificial responses & follow-ups

2NT in competition never natural;

10-15, Natural, 6+ clubs, any shape

2 ♦ /2 ♥ /2 ♠ <u>3</u> to <u>9</u> hcp N.V: Usually

5-card suit

Vul: 6-cd suit Distribution and Suit Quality Irrelevant except at UF

Responses 2D: ask; 2M:F1; 2NT →3♣ 3♣→3 ♦; 3D/H/S Inv; 4 ♦: RKC Modified Ogust

NV: NSNF NV: JS to 3♥/3♠ = Invitational

Vul: NSF at 3-lev 4♣/♦ Asking Bid: Many Asking Bids 2x-2N; 3D all minimums; 3C some short, 3M other major, 3N natural.

Fit-Showing JS by PH (NF), Many Fit-Showing Bids

4th Suit Forcing: 1 Round ■ (GF if 3-level) Many Asking Bids 2-way CB ■ XYZ ■ Trans vs 1NT O/C ■ After 1M: Good/Bad 2NT ■ Unusual v. Unusual MOD CRASH vs Strong Club or 2C; PIWA in a force

Occasional tactical psyches – no specific agreements