

SPECIAL DOUBLES
 After Overcall: Penalty
 Negative thru **4♥**
 Responsive thru **3♣** Maximal
 Support: Dbl. thru 2 of suit* Redbl
 Card-showing Min. Offshape T/O
Snpdrgn, *off (1NT), Spltrw (NV-V sac), /Bergen:TO/Nat

SIMPLE OVERCALL
 1 level 5 to 17 HCP (usually)
 often 4 cards very light style
 Resonances
 1/1 & 2/2: Forcing 1-rnd. Jump raise weak
 2Q: 3+-c con, 2NT, or Strng if 2NT avail; 3Q: 4-c Mixed

JUMP OVERCALL
 Strong Intermediate Weak
 2NT: Asks shortness, NLMH

OPENING PREEMPTS
 Sound Light Very Light
 3/4-bids
 Conv./Resp. Pre-emptive KC Gerber

DIRECT CUEBID
 OVER: Minor Major Artif. Bids
 Natural
 Strong T/O
 Michaels
 2NTinv: MM: m3/4: ♠/♣: slam/accp; Mm: ♣/♠/c

SLAM CONVENTIONS Gerber : 4NT: Blackwood RKC 1430
 One-over KC 3014 Specific kings
 Roman Gerber, Exclusion; 4NTopening: Specific A ask; PKCG: 4♣/Wk2, pre-empt&4♦/3♣
 vs Interference: DOPI DEPO Level: ROPI

LEADS (circle card led, if not in bold)
 versus Suits versus Notrump

x x	x(x)x	x x	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 x	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
 Third & low vs SUITS vs NT

Primary signal to partner's leads
 Attitude Count Suit Preference

NOTRUMP OVERCALLS
 Direct: 15+ to 18 Systems On
 Conv. Sys ON, don't show their M
 Balancing: 11 to 14(m)/17(M*)
 Jump to 2NT: Minors 2 Lowest
 Conv. *2♣ Range-check Stayman

DEFENSE VS NOTRUMP
 vs: Strng 1,2 or dead Weak (<15)
 2♣ Nat + higher (inc♣) Majors (p/c)
 2♦ Nat + major(X,p/c) One M (2♦ asks)
 2♥ Nat 4+-c +5+-c m
 2♠ Nat same (2NT asks)
 Dbl: Relay to 2♠ Penalty as/strngPH
 Other 2NT & 3-M: Trans (wide range m; inv M)
 *♠, ♦, 2♥: majors, 2♠: Nat+

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 M:trans@1NT, 2-tier spl, /m: flip flop

VS Opening Preempts Double Is
 Takeout thru 4♣ Penalty
 Conv. Takeout: Regular lebensohli
 Lebensohli 2NT Response
 Other: Leaping & non-leaping Michaels GF

MAJOR OPENING
 Expected Min. Length 4 5
 1st/2nd
 3rd/4th
RESPONSES
 Double Raise: Mixed
 After Overcall: Inv. Weak
 Conv. Raise: 2NT 3NT Splinter
 Other: 2M+1: Gen Try, NS: Short, Mod Jacoby
 1NT: Forcing Semi-forcing
 1♥-3♣, 1♠-3♥-9-11 Spl, step ask, LMH;
 Reg Spl 12-14 (void PH)
 Reverse Fit Drury, inc 1♥-(1♠)-2♣
 X of their Drury: Clubs

DEFENSIVE CARDING
 vs SUITS vs NT
 Standard:
 Except
 NT: AorQ: Unblock; K: Attitude
 Suit@ 5-level or raise: A/K: att/count
 Upside-Down:
 count
 attitude
 Standard remainder count
 During: J denies, 10or9=0or2 higher

OTHER CARDING
 Smith Echo Reverse
 Trump Suit P

NAMES Cris Barrere & Leo Bell #
GENERAL APPROACH
 Two Over One Game Forcing
 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
 14+ 1NT to 17
 3♣ Puppet (3♣ w/o 5-c)
 3♦ 55 majors inv or better
 3♥ 31(54) GF
 3♠ 13(54) GF **excpMts
 5-card Major common
 System on over X&2♣**
 2♣ Stayman Puppet Rev:Baze: 4♣ Quant, 4♦: KC
 2♦ Transfer to ♥ 4♦, 4♥ Transfer
 Forcing Stayman Smolen Modified 3+5+
 2♥ Transfer to ♠ Lebensoh * fast denies)
 2♣ >♣ suit Fit Neg. Double 2♣ & 3-M
 2NT >♦ step: Neutral Other: /X(pen): Sys+XXrelay >oM, M: Stay, oM>♣♦

MINOR OPENING NF
 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: 1m-2♥RFlan, 2♣ Mxd
 Frequently bypass 4 + ♦ On if jump
 1NT/1♣ 8-10 Inv m w art responses
 2NT Forcing 11-12
 3NT: 13-15 non-slamish
 Wolff Relay, 1m-1M; 2M+1: Dutch Spiral

2♣ 22+ to HCP Two-way 2♥ Relay Interference: X: Neg, P: GF
 Strong Other
 2♦ Resp: Neg. Waiting (Kokish)
 2♦ 4 to 10 HCP could have 4-c major
 Natural: Weak Intermediate Strong Conv.
 2♥ 4 to 10 HCP /X: XX: cards, trans@NT
 Natural: Weak Intermediate Strong Conv.
 2♠ 4 to 10 HCP trans in to suit: AorK
 Natural: Weak Intermediate Strong Conv.
 3M: 4-c; 3♣: min/max; 3♦: avg
 2NT Force New Suit NF
 Mod Ogust: 3♣: min or solid
 2NT Force New Suit NF
 3♦: Max; 3♥: NT: Max LMH short
 2NT Force New Suit NF

OTHER CONV. CALLS: New Minor Forcing: 2-Way NMF XYZ
 Weak Jump Shifts not in Comp. 4th Suit Forcing: 1 Round Game
 Mathe vs Strong (1♣)&(1♠-1♣); vs Amorph 1♦: 2m: Nat, 2♥/3♦: Wk/Strng Michaels' Un/Un
 Inv Jump Shift UPH (weak in comp); Fit JS PH or we overcall; 2/1 2♣: Nat or Bal
 1m-(1NT) 2♣ ♠/♣, 4-suit trans; M-(1NT) 2♣ 2♦, 2♣ ♦+oM, 2oM: Nat+♣; M-(X): Trans, usu @ NT to M-1