

SPECIAL DOUBLES

After Overcall: **Penalty** _____
 Negative thru **4♥**
 Responsive : thru **4♥** Maximal
 Support: Dbl. thru _____ Redbl
 Card-showing Min. Offshape T/O

SIMPLE OVERCALL

1 level **6** to **17** HCP (usually)
 often 4 cards very light style
Responses
 New Suit: Forcing NFConst NF
 Jump Raise: Forcing Inv. Weak

JUMP OVERCALL

Strong Intermediate Weak

OPENING PREEMPTS

Sound Light Very Light
 3/4-bids
 Conv./Resp. **4♣**

DIRECT CUEBID

OVER: Minor Major Artif. Bids
 Natural
 Strong T/O
 Michaels

SLAM CONVENTIONS

Gerber : 4NT: Blackwood RKC 1430
 exclusion

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 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
 3rd/5th Best vs SUITS vs NT
 Attitude vs NT

Primary signal to partner's leads

Attitude Count Suit Preference

SPECIAL CARDING**TOTRUMP OVERCALLS**

Direct: **15** to **18** Systems On
 Conv.
 Balancing: **11** to **15**
 Jump to 2NT: Minors 2 Lowest
 Conv.

DEFENSE VS NOTRUMP

vs:
 2♣ **both majors** _____
 2♦ **1 major** _____
 2♥ **♥+ minor** _____
 2♠ **♠+ minor** _____
 Dbl: **cards** _____
 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 **1♠ x 2♥ = raise, 1♥ x 2♦ = raise**

VS Opening Preempts Double Is

Takeout thru _____ Penalty
 Conv. Takeout: _____
 Lebensohl 2NT Response
 Other: _____

DEFENSIVE CARDING

	vs SUITS	vs NT
Standard:	<input type="checkbox"/>	<input type="checkbox"/>
Except	<input type="checkbox"/>	<input type="checkbox"/>
Upside-Down:		
count	<input type="checkbox"/>	<input type="checkbox"/>
attitude	<input type="checkbox"/>	<input type="checkbox"/>

FIRST DISCARD

Lavinthal
 Odd/Even

OTHER CARDING

Smith Echo
 Trump Suit Pref.
 Foster Echo

PLEASE ASK**NAMES** Paul Street/Barnet Shenkin

#

GENERAL APPROACH

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	3♣	3♦	3♥	3♠
15 to 17		♦	5/5 minors g. forcing	singleton	singleton
5-card Major common					
System on over art. x					
2♣ Stayman					
2♦ Transfer to ♥					
2♥ Transfer to ♠					
2♠ ♣ or ♦ invit.					
2NT natural					

4♦, 4♥ Transfer
 Forcing Stayman Smolen
 Lebensohl (tran. denies)
 Neg. Double
 Other: _____

2NT 19+ to 21+
 Puppet Stayman
Transfer Responses:
 Jacoby Texas
 3♣ forces 3NT for minors

3NT _____ to _____
 solid minor

Conventional NT Openings**MAJOR OPENING**

	4	5
Expected Min. Length	<input type="checkbox"/>	<input type="checkbox"/>
1st/2nd	<input type="checkbox"/>	<input type="checkbox"/>
3rd/4th	<input type="checkbox"/>	<input type="checkbox"/>

RESPONSES

Double Raise: Force Inv. Weak
 After Overcall: Force Inv. Weak
 Conv. Raise: 2NT 3NT Splinter
 Other: **d/r mixed 5-9 pts. & 4 trump**
 1NT: Forcing Semi-forcing
 2NT: Forcing Inv. _____ to _____
 3NT: _____ to _____
 Drury : Reverse 2-Way Fit
 Other: **3♦ = invit. raise**

MINOR OPENING

	4	3	0-2	Conv.
Expected Min. Length	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
1♣	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
1♦	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

RESPONSES

Double Raise: Force Inv. Weak
 After Overcall: Force Inv. Weak
 Forcing Raise: **J/S in other minor**
 Single raise Other: **d/r = mixed raise**
 Frequently bypass 4 + ♦
 1NT/1♣ 6 to 10
 2NT Forcing Inv. 11 to 12
 3NT: 13 to 15
 Other: _____

DESCRIBE**RESPONSES/REBIDS**

2♣ _____ to _____ HCP Strong <input type="checkbox"/> Other <input type="checkbox"/> 2♦ Resp: Neg. <input type="checkbox"/> Waiting <input type="checkbox"/>	2♥ = xx neg
2♦ 6 to 10 HCP weak ♥ or ♠ Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	2♥/2♠ p/c 4♣ bid 1 under
2♥ 6 to 10 HCP 5+ ♥ and 5+ minor Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	3♦ = major suit game try
2♠ 6 to 10 HCP 5/5 ♠ and another Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	3♦ = major suit game try

OTHER CONV. CALLS: New Minor Forcing: 2-Way NMF
 Weak Jump Shifts not in Comp. 4th Suit Forcing: 1 Round Game
 unusual vs. unusual