

2/1 GAME FORCING; Transfer Response to 1♣

**NOTRUMP OPENING BIDS**

1NT 15 to 17 HCP (vul & 4th)

14 to 16 HCP (nv ~4th)

2♣ = Stayman  
 Jacoby; Texas  
 2♠ = ♣ or INV  
 2nt = ♦  
 3♣ = puppet stayman  
 3♦(GF) = minors  
 3♥(GF) = 1♥ & 3♠  
 3♠(GF) = 1♠ & 3♥  
 4♠ = Slam INV w/4-4 minors  
 Smolen  
 Neg X thru 3♠  
 TRF Lebensohl (SASS)

2NT 20 to 22- HCP

Stayman; Jacoby  
 3♣ - 3N (minor suits)(now next suit=RKCB)  
 Smolen;  
 4♠ = Slam INV w/4-4 minors  
 Retr/Preaccept  
 Texas = S/T (only in non-comp)

3N = solid minor (1st 2nd only) (no Ace or King outside)

4NT = Good 5m bid

**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)  
 1NT=semi-forcing  
 Reverse Drury  
 2 way checkback/1N rebid  
 Wolff/2N rebid

**MINOR OPENINGS**

1♣ on all bal hands  
 1♦=4+ (usually 5); trf rebids

**TRF responses to 1♣**

Double Raise = mixed  
 Single Raise = Forcing (off in comp 3m=NF(next turn))  
 3M=Preempt;  
 1♣-2♦=weak

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+♥

Multi 2♦; 3-10 HCP-- Weak 2 in ♥ or ♠; 2N asks; 4♠=trf to your suit, 4♦=bid your suit

2♥=4♠, 5/6♥, 11-16-; 2NT, 3♦, 4m=ART

2♠ Weak: 8/9 to 11/12 HCP; 2N=Ogust; NSF except 2X-3Y=INV; 4♠=Optional RKCB; transfers after X

**OTHER CONVENTIONAL CALLS**

4th Suit Forcing to game  
 Fit Showing Jumps at 4-level and by PH  
 X=majors, 1nt=minors/1♣ & 2♣ and art. ♦ responses  
 Unusual over unusual (corr. Suits)  
 Over t/o X =lev. conver. show extras except /NT; Good/ Bad 2NT

**SPECIAL DOUBLES**

Neg. Resp = Yes  
 1M-(P)-1N-(2X/3X)-X =T/O  
 (1x)-1y-(1nt)-X=t/o snapdragon; support

**NOTRUMP OVERCALLS**

Direct = 15+ to 18 HCP  
 sandwich = 16 to 19 HCP  
 Balancing = 10 to 16  
 Jump to 2NT = 2 lowest

**SIMPLE OVERCALL**

8 to 19 HCP  
 New Suit = Non-Force/1L  
 Q = 1 RD Force  
 JQ = Mixed raise  
 JS = Inv (if 3rd hand passes or makes weak bid)  
 JR = Preempt  
 If 3rd hand makes neg X  
 2N=LR and transfers.  
 (1x)-1/2M-(2X)-2NT=raise

**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)  
 Splinter  
 vs Wk NT same above except  
 Dbl = Pen

**JUMP OVERCALL**

Preemptive except INT Vul vs. Not  
 New Suit forcing  
 2N asks for singleton

**OVER OPP's T/O DBL**

NSF at 1 level; XX--no 4 card fit  
 JS = PRE, FS by PH; Splinter at 4L  
 P may be good hand  
 After 1♥ or 1♠:  
 2N = 4 trump LR  
 3N = good 1-4 transfers  
 3♣ = 7 to 9, 4 trump CR  
 After 1♣ or 1♦:  
 2N=LR  
 3m=PRE (NV); Mixed (V)

**OUR PREEMPTS**

Std/aggressive  
 4♣=Optional RKCB (4♦/3♣)

**DIRECT CUEBID**

Michaels Cuebid (any strength) (2NT shows values)  
 if 1m<3, 2m=Natural &  
 2♦=michael/1♣  
 3♦=michael/1♦

**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=♣ & ♦

**SLAM CONVENTIONS**

RKCB (r/t to suit denies queen, specific Kings/5NT); Redwood; Gerber over NT; DEPO  
 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

**DEFENSIVE CARD PLAY**

**Carding: USD Attitude and Count**

Suit Leads: 3rd from even, low from odd; Honor leads: top of touching except K from A/K or KQ; 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 except when leading through declarer into worthless dummy or leading through dummy's honor

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