



### SPECIAL DOUBLES

After Overcall: Penalty  \_\_\_\_\_  
 Negative  thru 4♥  
 Responsive  : thru 4♥ Maximal   
 Support: Dbl.  thru 3♥ Redbl   
 Card-showing  Min. Offshape T/O

### NOTRUMP OVERCALLS

Direct: 15 to 18 Systems on   
 Conv.  \_\_\_\_\_  
 Balancing: 11 to 17  
 Jump to 2NT: Minors  2 Lowest   
 Conv.  \_\_\_\_\_

NAMES brad moss and Joe Grue strong club card

### GENERAL APPROACH

Precision  
 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  \_\_\_\_\_

### SIMPLE OVERCALL

1 level 7 to 18 HCP (usually)  
 often 4 cards  very light style   
 Responses  
 New Suit: Forcing  NF Const  NF   
 Jump Raise: Forcing  Inv.  Weak

### DEFENSE VS NOTRUMP

vs: \_\_\_\_\_ bph \_\_\_\_\_  
 2♣ majors C+ major \_\_\_\_\_  
 2♦ H D+ major \_\_\_\_\_  
 2♥ S H \_\_\_\_\_  
 2♠ 4s lg minor S \_\_\_\_\_  
 Dbl: pen \_\_\_\_\_ 1m or B maj \_\_\_\_\_  
 Other 2nt = 4h + longer m \_\_\_\_\_

### NOTRUMP OPENING BIDS

1NT  
14 to 17 4th  
15 to 17 4th  
 5-card Major common   
 System on over x, 2♣  
 2♣ Stayman  Puppet   
 2♦ Transfer to ♥  4♦, 4♥ Transfer   
 Forcing Stayman  Smolen   
 2♥ Transfer to ♠  Lebensohl  (Fast denies)  
 2♠ range or C \_\_\_\_\_ Neg. Double  \_\_\_\_\_  
 2NT dimonds or mino \_\_\_\_\_ Other: 2 we can upgrade and or be off \_\_\_\_\_

2NT 19 to 21  
 Puppet Stayman   
 Transfer Responses:  
 Jacoby  Texas   
 3♠ MSS both minors  
 emphasis on diamonds  
 3NT \_\_\_\_\_ to \_\_\_\_\_

### JUMP OVERCALL

Strong  Intermediate  Weak

### 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 TRF / x Minors 6+♣ weak or strong

### OPENING PREEMPTS

Sound Light Very Light  
 3/4-bids     
 Conv./Resp. \_\_\_\_\_

### MAJOR OPENING

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

### MINOR OPENING

Expected Min. Length	4	3	0-2	Conv.
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   
 Conv. Raise: 2NT  3NT  Splitter   
 Other: 1/3 always mixed., 2 teased sp  
 1NT: Forcing  Semi-forcing   
 2NT: Forcing  Inv.  10+ to \_\_\_\_\_  
 3NT: \_\_\_\_\_ to \_\_\_\_\_  
 Drury : Reverse  2-Way  Fit   
 Other: 1 under = L.R. \_\_\_\_\_

### RESPONSES

Double Raise: Force  Inv.  Weak   
 After Overcall: Force  Inv.  Weak   
 Forcing Raise: J/S in other minor   
 Other: \_\_\_\_\_  
 Frequently bypass 4+♦   
 1NT/1♣ 12+ to \_\_\_\_\_  
 2NT Forcing  Inv.  12 to 13  
 3NT: 14 to 17  
 Other After 1♣: 1♦ - 0 to 7, 1♥ 8-11 no 5♠

### DIRECT CUEBID

OVER: Minor Major  
 Natural    
 Strong T/O    
 Michaels    
 1c/d, 2d = michaels

### VS Opening Preempts Double Is

Takeout  thru 4♠ Penalty   
 Conv. Takeout: if opps r fav x = strong  
 Lebensohl 2NT Response   
 Other: 2m 3m = strong 1 suiter

SLAM CONVENTIONS Gerber : 4NT: Blackwood  RKC  1430   
 exclusion, 3014, 1 over RKC in the minors

4nt is rkc for majors  
 vs Interference: DOPI  DEPO  Level: above 5 trump suit ROPI

### LEADS (circle card led, if not in bold)

versus Suits	versus Notrump
<b>(X)X</b> x x <b>(X)X</b>	<b>(X)X</b> x <b>(X)X</b>
x x <b>(X)</b> x x x <b>(X)</b>	<b>(X)X</b> x x <b>(X)X</b>
A <b>(K)</b> x T <b>(9)</b> x	A <b>(K)</b> J x A <b>(Q)</b> J x
K <b>(Q)</b> x K J <b>(T)</b> x	A J <b>(T)</b> 9 A T <b>(9)</b> x
Q <b>(J)</b> x K T <b>(9)</b> x	K <b>(Q)</b> J x <b>(K)</b> Q T 9
J <b>(T)</b> 9 Q T <b>(9)</b> x	Q <b>(J)</b> T x Q T <b>(9)</b> x
K <b>(Q)</b> T 9	J <b>(T)</b> 9 x T <b>(9)</b> x x

### LENGTH LEADS:

4th Best vs SUITS  vs NT   
 3rd/5th Best vs SUITS  vs NT   
 3rd and low in pdrs suit Attitude vs NT

### Primary signal to partner's leads

Attitude  Count  Suit preference

### DEFENSIVE CARDING

vs SUITS vs NT  
 Standard:     
 Except   
 lots of S.P.  
 Upside-Down:  
 count    
 attitude

### FIRST DISCARD

Lavinthal    
 Odd/Even

### OTHER CARDING

Smith Echorev    
 Trump Suit Pref.    
 Foster Echo

### DESCRIBE

### RESPONSES/REBIDS

2♣ <u>10</u> to <u>15</u> HCP Strong <input type="checkbox"/> Other <input type="checkbox"/> 6+♣ 2♦ Resp: Neg <input type="checkbox"/> Waiting <input type="checkbox"/> asking	2♦ asking - 2M NF 3x = INV+ TRF
2♦ <u>11</u> to <u>15</u> HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	short d3d inv + both M 2NT- ask, 3♦ = both M INV+ 2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>
2♥ <u>5</u> to <u>10</u> HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	usually 6 cards 2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>
2♠ <u>5</u> to <u>10</u> HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	usually 6 cards 3♣ INV = ♥ 2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>

### OTHER CONV. CALLS: New Minor Forcing: 2-Way NMF

Weak Jump Shifts: In Comp.  Not in Comp.  \_\_\_\_\_  
 4th Suit Forcing: 1 Rd.  Game  \_\_\_\_\_

## SPECIAL CARDING PLEASE ASK