

**SPECIAL DOUBLES**  
 After Overcall: Penalty   
 Negative  thru 4♥  
 Responsive : thru 4♥ Maximal   
 Support: Dbl.  thru 2M Redbl   
 Card-showing  Min. Offshape T/O

**SIMPLE OVERCALL**  
 1 level 8 to 17 HCP (usually)  
 often 4 cards  very light style   
**Responses**  
 New Suit: Forcing  NFConst  NF   
 Jump Raise: Forcing  Inv.  Weak   
 Jump Q=MR,L1/3 resp F. Xfer/X after 1L OC

**JUMP OVERCALL**  
 Strong  Intermediate  Weak   
 2NT ASKS FOR SHORTNESS

**OPENING PREEMPTS**  
 Sound Light Very Light  
 3/4-bids     
 Conv./Resp. 4♣/4♦/3♣=SPECIAL RKC

**DIRECT CUEBID**  
 OVER: Minor Major Artif. Bids  
 Natural     
 Strong T/O     
 Michaels     
 ♣2♦=MICHAELS, 1♣-2♣=Nat

**SLAM CONVENTIONS** Gerber : 4NT: Blackwood  RKC  1430   
 IN A GF MINOR SUIT AUCTION, KC IS: MINOR+1 IN NON JUMPS  
 JUMP TO MINOR+1 OR 4 OF THE AGREED MINOR.  
 vs Interference: DOPI  DEPO  Level: ROPI

**LEADS** (circle card led, if not in bold)  
 versus Suits versus Notrump  
 xx xx(XX) (X)x (XX)xx  
 (X)x(X) (X)xx(X) (X)x (X)x(X)x  
 (A)Kx T9x AKJx A QJx  
 KQx KJTx AJT9 AT9x  
 QJx KT9x KQJx (K)QT9  
 JTx QT9x QJT x QT9x  
 KQT9 J(T)9x T9x(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**

**NOTRUMP OVERCALLS**  
 Direct: 15 to 18 Systems On   
 Conv.   
 Balancing: 11 to 16  
 Jump to 2NT: Minors  2 Lowest   
 Conv.  2♣BAL=NT RANGE ASKING

**DEFENSE VS NOTRUMP**  
 vs: Weak=under 16  
 2♣ MAJORS  
 2♦ HEARTS  
 2♥ SPADES  
 2♠ GOOD 2S BID  
 Dbl: 5+m and 4+M Cards vs Weak  
 Other 2NT=natural vs Weak NT

**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 3♦/MAJOR=MIXED, Xfer/M

**VS Opening Preempts Double Is**  
 Takeout  thru  Penalty   
 Conv. Takeout:  
 Lebensohl 2NT Response   
 Other: Leaping Michaels

**DEFENSIVE CARDING**  
 vs SUITS vs NT  
 Standard:     
 Except   
 Modified Rusinow, after trick 1  
 Upside-Down:  
 count    
 attitude

**FIRST DISCARD**  
 Lavinthal    
 Odd/Even

**OTHER CARDING**  
 Smith Echo    
 Trump Suit Pref.    
 Foster Echo

**PLEASE ASK**

**NAMES** NICKELL-KATZ #  
**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**  
 15 1NT to 17 3♣ ♦  
 to 3♦ PUPPET  
 3♥ 1-4-4-4  
 3♠ 4-1-4-4  
 5-card Major common   
 System on over X&some 2♣ 3♠  
 2♣ Stayman  Puppet   
 2♦ Transfer to ♥  4♦, 4♥ Transfer   
 Forcing Stayman  Smolen   
 2♥ Transfer to ♠  Lebensohl  (F denies)  
 2♠ MINOR STAYMAN Neg. Double   
 2NT ♣ Other: South African/Stayman

**MAJOR OPENING**  
 Expected Min. Length 4 5  
 1st/2nd    
 3rd/4th    
**RESPONSES**  
 Double Raise: Force  Inv.  Weak   
 After Overcall: Force  Inv.  Weak   
 Conv. Raise: 2NT  3NT  Splinter   
 Other: MIXED RAISES, 3♣=LR, Gazilli  
 1NT: Forcing  Semi-forcing   
 2NT: Forcing  Inv.  to   
 3NT: to   
 Drury  Reverse  2-Way  Fit   
 Other: Inv JS

**MINOR OPENING**  
 Expected Min. Length 4 3 NF Conv.  
 1♣      
 1♦      
**RESPONSES**  
 Double Raise: Force  Inv.  Weak   
 After Overcall: Force  Inv.  Weak   
 Forcing Raise: J/S in other minor   
 Single raise  Other: MIXED RAISES  
 Frequently bypass 4 + ♦   
 1NT/1♣ 7 to 10  
 2NT Forcing  Inv.  12+ to 15  
 3NT: 16 to 17  
 Other: JS=Inv, 1♣-2♦-5-5+M 7-10

**DESCRIBE**  
 2♣ to HCP  
 Strong  Other   
 2♦ Resp: Neg.  Waiting  Controls  
 2♦ 6 to 12 HCP  
 Natural: Weak  Intermediate  Strong  Conv.   
 2♥ 6 to 12 HCP  
 Natural: Weak  Intermediate  Strong  Conv.   
 2♠ 6 to 12 HCP  
 Natural: Weak  Intermediate  Strong  Conv.

**RESPONSES/REBIDS**  
 KOKISH, 3♣=2ND NEG/2♣  
 PASS=2+ Contols. XX=0/1  
 Controls  
 2M=CONSTRUCTIVE  
 2NT Force  New Suit NF   
 Xfer/X  
 2NT Force  New Suit NF   
 Xfer/X, 2♣=NF  
 2NT Force  New Suit NF

**OTHER CONV. CALLS:** New Minor Forcing:  2-Way NMF   
 Weak Jump Shifts not in Comp.  4th Suit Forcing: 1 Round  Game   
 1m(1NT)RAISE=MAJORS, 1M(1NT)2m=NAT+5 OF OM  
 UN/UN CHEAPEST Q FOR NEXT NAT SUIT. 2 Level JS=INV.  
 3LEVEL JUMPS IN COMP=7-11 Texas in Comp, Xfers in comp over D, preempts, 1L OC

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