

SPECIAL DOUBLES

After Overcall: Penalty 2OM = NF
Negative thru 4♥
Responsive thru 4♥ Maximal
Support: Dbl. thru 2 of suit Redbl
Card-showing Min. Offshape T/O
Snapdragon x, xx of neg x = 8+, doubleton

SIMPLE OVERCALL

1 level 7 to 17 HCP (usually)
often 4 cards very light style
Responses
New Suit: Forcing NFConst NF
Jump Raise: Forcing Inv. Weak
Jump Cue = mixed raise, FSJ by PH

JUMP OVERCALL

Strong Intermediate Weak
IJO vul in sandwich position

OPENING PREEMPTS

Sound Light Very Light
3/4-bids
Conv./Resp. system over 3♣ (1st, 2nd)

DIRECT CUEBID

OVER: Minor Major Artif. Bids
Natural
Strong T/
Michaels
1♣-2♣ = nat; 1m-2♦ = Michaels

SLAM CONVENTIONS Gerber 4NT: Blackwood RKC 1430
Kickback, 4♣ = mod KC over preempts and weak 2's

Exclusion RKC, step responses to Grand Slam Force - 6♣ = worst response
vs Interference: DOPI DEPO Level: 5 of our suit or higher ROPI

LEADS (circle card led, if not in bold)

versus Suits		versus Notrump	
xx	xxxx	xx	xxxx
xx	xxxx	xx	xxxx
AKx	T9x	AKJx	AQJx
KQx	KJT x	AJT9	AT9x
QJx	KT9x	KQJx	KQT9
JTx	QT9x	QJT x	QT9x
KQT9		JT9x	T9x x

LENGTH LEADS:

4th Best vs SUITS vs NT
NT: 3rd/5th in partner's suit, Rusinow from 4+
Suit: 3rd/low in a raised suit

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♣ range ask over 1NT balance

DEFENSE VS NOTRUMP

vs: strong (16) wk (no 16 or 3 NV)
2♣ ♣+M ♥+♠
2♦ ♦+M ♥
2♥ ♥ ♠
2♠ ♠ competitive 4♠+6m
Dbl: Meckwell penalty
Other 2NT->3♣ 2NT = 4♥+6m
wk NT - P - 2♣ play wk NT def by UPH

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 1M Dbl: 1NT thru 2M - 1 = xfers

VS Opening Preempts Double Is

Takeout thru 4♥ Penalty
Conv. Takeout: better minor Lebensohl
Lebensohl 2NT Response
Other: (except if doubler is PH)

DEFENSIVE CARDING

vs SUITS vs NT
Standard:
Except
Upside-Down:
count
attitude

FIRST DISCARD

Lavinthal
Odd/Even

OTHER CARDING

Smith Echo
Trump Suit Pref. occasional
Foster Echo

PLEASE ASK

NAMES John Diamond - Brian Platnick

R188363

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

NOTRUMP OPENING BIDS

1NT 14 to 16 1, 2, 3 NV 3♣ puppet stayman
15 to 17 3 V, 4 3♦ 5♣5♦ F (3♥ asks LH)
5-card Major common 3♥ short ♥
System on over 2♣, art x 3♠ short ♠
2♣ Stayman Puppet secondary transfers
2♦ Transfer to ♥ 4♦, 4♥ Transfer
Forcing Stayman Smolen
2♥ Transfer to ♠ Lebensohl (fast denies)
2♠ min/max or ♣ Neg. Double
2NT ♦ (step 2 accept) Other: Transfer Lebensohl

2NT 19+ to 21
Puppet Stayman
Transfer Responses:
Jacoby Texas
3♣ 5♣ 4m or minors ♦ > ♣
4♣ = Texas to ♦, 4♠ = 6♣
3NT to
solid Major. 4♣ = pls xfer

Conventional NT Openings
Q = stiff, 4-card M, GF
S.African Texas after 2♣-2♦

MAJOR OPENING

Expected Min. Length 4 5
1st/2nd
3rd/4th may be 4 in 3rd
Double Raise: Mixed
After Overcall: Weak
Conv. Raise: 2NT = Limit+ (minors by PH)
Other:

MINOR OPENING

Expected Min. Length 4 3 NF 0-2 Conv.
1♣
1♦
Double Raise: Force Inv. Weak
After Overcall: Force Inv. Weak
Forcing Raise: J/S in other minor
Single raise Other:

1NT: Forcing Semi-forcing
2NT: Forcing Inv. to
3NT: to
Drury Reverse 2-Way Fit
Other: 1M-2M: OM=nat, 3m = short GT

Frequently bypass 4 + ♦
1NT/1♣ 12+, 5+♥ to
2NT Forcing Inv. 14 to +
3NT: to
Other: 1♣ 1♦=0-7; 1♥=8-11 <5♣

DESCRIBE

2♣ 10+ to 15 HCP 6+♣
Strong Other
2♦ Resp: Neg. Waiting
2♦ 11 to 15 HCP short ♦ (43)15,4414,4405
Natural: Weak Intermediate Strong Conv.
2♥ 4 to 10- HCP 6♥
Natural: Weak Intermediate Strong Conv.
2♠ 4 to 10- HCP 6♠
Natural: Weak Intermediate Strong Conv.

RESPONSES/REBIDS

2♦ asks, 2NT = ♣ or 2 suits
3♣♥ = inv+ transfers
3♦ = Majors, inv
2NT Force New Suit NF
mod OGUST, 4♣ = mod KC
2NT Force New Suit NF
mod OGUST, 4♣ = mod KC
2NT Force New Suit NF
mod OGUST, 4♣ = mod KC

OTHER CONV. CALLS: New Minor Forcing: 2-Way NMF over 1NT
Weak Jump Shifts not in Comp. 1♥-2♣ 4th Suit Forcing: 1 Round Game
All suit length and HCP requirements are approximate, and subject to discretion
Mathe over strong 1♣, 2♣, 2NT, 1♣-P-1♦, Wolff signoff over 2M-2NT & 3M-3NT
Pass Double Inversion on 1♣ auctions; 1♥-1♣-2x-2♠ = FSF; transfers after 1 or 2M Dbl