

SPECIAL DOUBLES
 After Overcall: Penalty
 Negative thru 7!h, X/1H->4!s
 Responsive: thru 7!h Maximal
 Support: Dbl thru 2M Rdbl
 Card-showing Min. Offshape T/O
 Most X of part-scores T/O, Snap

SIMPLE OVERCALL
 1-level 8 to 18 HCP (usually)
 Often 4 cards Very light style
Responses
 New Suit: Forcing NFConst NF
 Jump Raise: Forcing Inv. Weak
 JQ = Mixed raise, NSF/2-level

JUMP OVERCALL
 Strong Intermediate Weak

OPENING PREEMPTS
 Sound Light Very Light
 3/4-bids
 Conv./Resp. Varies by vul

DIRECT CUEBID
 Over: Minor Major
 Natural
 Strong T/O
 Michaels

SLAM CONVENTIONS Gerber 4NT: Blackwood RKC 1430
 Last Train
 No Kickback. Unusual jump rebid of m = minorwood
 vs. Interference: DOPI DEPO Level: ROPI

LEADS (click 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
 A K x 10 9 x A K J x A Q J x
 K Q x K J 10 x A J 10 9 A 10 9 8
 Q J x K 10 9 x K Q J x K Q 10 9
 J 10 x Q 10 9 x Q J 10 x Q 10 9 8
 K Q 10 9 J 10 9 x 10 9 8 x
Length Leads:
 4th Best vs Suits vs NT
 3rd/5th Best vs Suits vs NT
 Attitude vs NT

DEFENSIVE CARDING
 Standard:
 Except
 Standard present count
 Upside-Down Count
 Upside-Down Attitude
FIRST DISCARD
 Lavinthal
 Odd/Even
OTHER CARDING
 Smith Echo
 Trump Suit Pref.
 Foster Echo

SPECIAL CARDING PLEASE ASK

NAMES Robbins-Wildavsky

GENERAL APPROACH
 Standard American
 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+ INV, 6 w/2 of 3
 3+ INV, 6 w/2 of 3
 3+ 3=1=(54)
 3+ 1=3=(54)
 5-Card Major Common
 System On Over X & 2!C XX->2C/pen X
 2+ Stayman Puppet
 2+ Transfer to
 Forcing Stayman
 2+ Transfer to
 Lebensohl (Fas: denies)
 2+ !c with pre-deny Negative Double 3!s
 2NT !d with pre-deny 2d.2S=5-5 INV

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: 3M-1=Mix/O'Call,123 T,
 1NT: Forcing Semi-forcing
 2NT: Forcing Inv. 12 to 15
 3NT: 16 to 17
 Drury : Reverse 2-Way Fit
 Other: 2R=GF,PH 2N=!c fit,SS!

MINOR OPENING
 Expected Min. Length 4 3 NF 0-2 Conv.
 1+
 1+
RESPONSES
 Double Raise: Force Inv. Weak
 After Overcall: Force Inv. Weak
 Forcing Raise: J/S in other minor
 Single raise Other: Same by PH
 Frequently bypass 4+
 1NT/1+ 6 to 10
 2NT: Forcing Inv. 11 to 12
 3NT: 16 to 17
 Other: 2!c/1!d = GF

DESCRIBE
 2+ 22 to 36 HCP Or 9+ tricks
 Strong Other Kokish
 2+ Response: Neg Waiting
 2+ 3+ to 8- HCP !H or !S (6-11 3rd & GCC)
 Natural: Weak Intermediate Strong Conv
 2+ 8+ to 11- HCP (6-11 in 3rd & GCC events)
 Natural: Weak Intermediate Strong Conv
 2+ 8+ to 11- HCP (6-11 in 3rd & GCC events)
 Natural: Weak Intermediate Strong Conv

RESPONSES/REBIDS
 Dbl = Neg
 2N = 10-12 HCP
 3M rebid = 4M + 6!d
 Rodwell resp. to 2N
 2NT Force New Suit NF
 Asks for side A or K
 2NT Force New Suit NF
 Asks for side A or K
 2NT Force New Suit NF

OTHER CONV CALLS: New Minor Forcing 2-Way NMF /1M resp, on by PH
 Weak jump shifts: In Comp. Not In Comp. INV JS, on in comp, FSJ by PH
 4th Suit Forcing: 1 Round To Game Except !S (2!S = art GF)
 Return to suit weakest in comp, 2N = LR/Neg X, Mathe vs strong 1!C
 2N = Leb / 1M X 2M (Scramble/delayed) 1m 1M 2m om=art GF

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