

<u>SPECIAL DOUBLES</u> Negative Doubles thru 7♠ Responsive thru 7♠ Support → 2♥ (3 lev w extras)		<u>NT OVERCALLS</u> 15 ⁺ -18 Systems on Bal NT :11-15 HCP (systems on)	LEO BELL / JOHN JONES 2/1 Game Force (exc. 1♦ - 2♣ or in comp) 1♣ 15-19 balanced or ♣
<u>SIMPLE OVERCALL</u> 7-17 HCP (<i>occasionally light</i>) Responses: New suit forcing @ 1 lev. Jump raise: preemptive Transfer advances aft 1 lvl. JQ = mixed raise Fitted jump shifts		<u>VS. OPENING NT (DIR & INDIR) STRONG</u> 2♣ = ♥ & ♠ 2♦ = ♦ 2♥ = ♥ 2♠ = ♠ 2NT = 2 suited DBL = (5)-(4) major / minor 2♣ asks long suit; 2♦ asks MAJ vs WNT DBL = 14+ HCP	<u>NOTRUMP OPENING BIDS</u> 1NT 12-14 HCP 2♣ stayman; Smolen; 2/4♦ transfers to ♥ * 2/4♥ transfers to ♠ 2♠ transfers to ♣ 2N transfers to ♦ 3♣ Puppet Stayman 3♦ fg; 5-5 minors 3♥ / 3♠ = shortness – (4-5) or (5-4) minors Negative X's → 3♠ Brozel runouts 2NT 20-21 HCP 2N - 3♠ → 3N (reverse minor slam tries) 3NT = broken minor * XFR Lebensohl
<u>JUMP OVERCALLS</u> Preemptive 2NT after major asks for singleton		<u>OVER OPP'S T/O DOUBLE</u> XX xfr to next suit Jump shift is fit-showing 2NT : Limit Raise Transfers after 1 suit-DBL	<u>MAJOR OPENINGS</u> Seldom Open 4 card M in 3rd or 4th Reverse Drury; rebid: new suit (exc. 2H) show shortness 1NT response is forcing by UPH (2♣ response shows 3 or more ♣'s); 1N BPH = semi-forcing 2NT: forcing raise 3NT: good raise to 4 MAJ Revised BART ♥ * 1♥ - 1♠ = forcing notrump 1♥ - 1N = at least 4 good spades Special game tries Fitted jump shifts
<u>OPENING PREEMPTS</u> Sound - unfav. vul. Light - equal or fav. vul.		<u>OVER OPP'S PREEMPTS</u> X is for T/O → 4♥ Lebensohl after weak 2 bids	<u>MINOR OPENINGS</u> Transfer responses to 1♣; retransfers after 1♣-1♦/♥-1NT Over 1♦ : Responses: 1NT: 6-9 2NT: forcing Inverted raises Kokish after 1♦-2♣ 1 min - 2♥ = bal invit.
<u>DIRECT CUEBID</u> Michaels		<u>PSYCHICS</u> Rare	2♣ Strong Responses: 2♦ = negative; 2♥ = positive – no biddable suit 2NT=♥ Kokish – Lipsitz inversion
<u>ACE ASKING</u> 0314 RKCB; kickback, minorwood; 5N asks specific K Exclusion keycard: 0314 Over Interference: X/ XX = 0 or 3; P=1 or 4; Step=2			2♦ Multi 2♥ Flannery; 2N asks shortness 2♠ weak minor preempt
LEADS: SUIT xx xxxx xxx xxxxx AKx T9x KQx KJTx QJx KT9x JT9 QT9x KQT9		LEADS: NT xx xxxx xxx xxxxx AKJx AQJx AJT9 AT9x KQJx KQT9 KJT9 KT9x QJT9 QT9x JT9x T9xx	CARDING: SUITS & NT Standard suit pref. [trump] Rusinow leads Upside down count & attitude Vs NT: A asks attitude; K asks unblock or count 3rd & 5th best leads vs. suits 4th best vs. NT Alarm clock Smith echo; Std count vs Qxx or longer in dummy
			DEFENSE: 1NT is X'd Pass forces RDBL to show spades & minor. Direct bid of 2C & 2D show suit bid & hearts; 2H=MAJORS; 2S=Natural; some values
			OTHER CONVENTIONAL CALLS: XYZ * 4th suit forcing * Mod. Hamilton vs. NT overcalls * Grant's hack * Vasilevsky over opp's 1 NT MAJ response * Bad / good 2NT Unusual vs unusual ; Doubles of splinters = lead-directing lower suit