

# JACOBS VOGEL

NAMES \_\_\_\_\_

## SPECIAL DOUBLES

After Overcall: Penalty  3S  
 Negative  thru 3S  
 Responsive  thru 3S Maximal   
 Support: Dbl.  thru 2 ST Redbl   
 Card-showing  Min. Offshape T/O   
**Rosenkrantz snap drag**

## 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

## JUMP OVERCALL

Strong  Intermediate  Weak

## OPENING PREEMPTS

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

## DIRECT CUEBID

OVER: Minor Major  
 Natural    
 Strong T/O    
 Michaels

**SLAM CONVENTIONS** Gerber  4NT: Blackwood  RKC  1430   
 Kickback over m 4s for H

vs Interference: DOPI  DEPO  Level: 5 of our suit ROPI

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

versus Suits	versus Notrump
<b>X</b> x	<b>X</b> x x x
x x <b>X</b>	x x x <b>X</b>
<b>A</b> K x	<b>A</b> K J x
<b>K</b> Q x	<b>A</b> Q J x
<b>J</b> x	<b>A</b> T 9 x
<b>J</b> T 9	<b>A</b> T 9 x
<b>K</b> Q T 9	<b>A</b> T 9 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 17M  
 Jump to 2NT: Minors  2 Lowest   
 Conv.  11-14m

## DEFENSE VS NOTRUMP

vs: rev capp \_\_\_\_\_  
 2♣ M \_\_\_\_\_  
 2♦ 1M \_\_\_\_\_  
 2♥ H m \_\_\_\_\_  
 2♠ S m \_\_\_\_\_  
 Dbl: 4M longer m \_\_\_\_\_  
 Other: \_\_\_\_\_ on vr overcalls

## 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: SYST ON/M

## VS Opening Preempts Double Is

Takeout  thru 4S Penalty   
 Conv. Takeout: \_\_\_\_\_  
 Lebensohl 2NT Response   
 Other: TR

## DEFENSIVE CARDING

Standard: vs SUITS  vs NT   
 Except

Upside-Down:  
 count    
 attitude

## FIRST DISCARD

Lavinthal    
 Odd/Even

## OTHER CARDING

Smith Echo    
 Trump Suit Pref.   
 Foster Echo

## PLEASE ASK

## GENERAL APPROACH

2/1 exc 2c ovr 1d

Two Over One: Game Forcing  Game Forcing Except When Suit Rebid

VERY LIGHT: Openings  3rd Hand  Overcalls  Preempts

FORCING OPENING: 1♣  2♣  Natural 2Bids  Other

## NOTRUMP OPENING BIDS

1NT 15 to 17  
 3♣ WK  
 3♦ m SING 4 4M  
 3♥ SING H 4 4 4 1  
 3♠ SING S 4 4 4 1

5-card Major common   
 System on over 2C X  
 2♣ Stayman  Puppet   
 2♦ Transfer to ♥  4♦, 4♥ Transfer   
 Forcing Stayman  Smolen   
 2♥ Transfer to ♠  Lebensohl  (F denies)  
 2♠ MSS D BUST INV Neg. Double   
 2NT WK DBLT Other: RETR AFTER STAY

## 2NT 20 to 21

Puppet Stayman   
**Transfer Responses:**  
 Jacoby  Texas   
 3♠ MSS

## 3NT \_\_\_\_\_ to \_\_\_\_\_

GAMB no side A or K

## Conventional NT Openings

2S = SAME AFTER ST RES

## 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: JUMPS show fits

1NT: Forcing  Semi-forcing

2NT: Forcing  Inv.  to \_\_\_\_\_

3NT: 11 to 14 spl

Drury  Reverse  2-Way  Fit   
 Other: SPL OF 4 = V

## MINOR OPENING

Expected Min. Length 4 3 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: 2d/1c 1d/3c INV st

Frequently bypass 4+♦

1NT/1♣ 8 to 10

2NT Forcing  Inv.  11 to 12

3NT: 13 to 15

Other: 2s resp cons rse/ 2h wk M

## DESCRIBE

## RESPONSES/REBIDS

2♣ \_\_\_\_\_ to \_\_\_\_\_ HCP  
 Strong  Other   
 2♦ Resp: Neg  Waiting

## CONTROLS

TR

2♦ 5 to 11 HCP  
 Natural: Weak  Intermediate  Strong  Conv.   
 2NT Force  New Suit NF

## OUGUST TYPE

2♥ 5 to 11 HCP  
 Natural: Weak  Intermediate  Strong  Conv.   
 2NT Force  New Suit NF

## OUGUST TYPE

2♠ 5 to 11 HCP  
 Natural: Weak  Intermediate  Strong  Conv.   
 2NT Force  New Suit NF

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

Weak Jump Shifts: In Comp.  Not in Comp.

4th Suit Forcing: 1 Rd.  Games  UXU

1d-2c(2h=4 4 4 1 2d= 5 2s st in c)

1m-2m(2h=gf 2s= shrt st 2om= 14)