

SPECIAL DOUBLES
 After Overcall: Penalty 4♥s
 Negative thru 4♥s; X(1♥)=4/5♠s
 Responsive : thru 4♥ Maximal
 Support: Dbl. thru 4♥s Redbl
 Card-showing Min. Offshape T/O
 1,2♥(X)2,3♥X=♠♠=RespX

SIMPLE OVERCALL
 1 level 6 to 16 HCP (usually)
 often 4 cards very light style
Responses
 New Suit: Forcing NFConst NF
 Jump Raise: Forcing Inv. Weak
 2N Raise/action/1M

JUMP OVERCALL
 Strong Intermediate Weak
 2♦/1♠=Michaels

OPENING PREEMPTS
 Sound Light Very Light
 3/4-bids
 Conv./Resp. _____

DIRECT CUEBID
 OVER: Minor Major Artif. Bids
 Natural
 Strong T/O
 Michaels
 Minor Only in ♦s Michaels:(1x)P(1Y)2XMic

SLAM CONVENTIONS Gerber 4NT: Blackwood RKC 1430
 one over RKC

vs Interference: DOPI DEPO Level: One Under _____ ROPI

LEADS (circle 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 x x x x
(A)K x	T 9 x	A K J x	A Q J x
K Q x	K J T x	A J T 9	A T 9(x)
Q J x	K T 9 x	K Q J x	(K)Q T 9
J T x	Q T 9 x	Q J T x	Q T 9(x)
K Q T 9	J T 9 x	J T 9 x	T 9 x(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.

DEFENSE VS NOTRUMP
 vs: Strong Weak
 2♣ ♠s + MAJ MAJ
 2♦ ♠s + MAJ ♥s
 2♥ Natural ♠s
 2♠ Natural 4♠s & L'er min
 Dbl: ♠s/♦/MAJs 2NT=4♥s & L'er min
 Other _____ All 3rd Seat 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 Xfers/1M(X):1♦(X)2mF1, 2N♠&♦

VS Opening Preempts Double Is
 Takeout thru 4♥/4♠ Penalty
 Conv. Takeout: JumpQ=Straight Aces
 Lebensohl 2NT Response
 Other: 4♠(2M)♠-♦;4♦=Str4OM

VS Opening Preempts Double Is
 Takeout thru 4♥/4♠ Penalty
 Conv. Takeout: JumpQ=Straight Aces
 Lebensohl 2NT Response
 Other: 4♠(2M)♠-♦;4♦=Str4OM

DEFENSIVE CARDING
 vs SUITS vs NT
 Standard:
 Except
 Russinow 4+ only: 4th in middle
 STD Signals on Ace Lead
 Upside-Down:
 count
 attitude

FIRST DISCARD
 Lavinthal
 Odd/Even
 Upside down

OTHER CARDING
 Smith Echo
 Trump Suit Pref.
 Foster Echo

PLEASE ASK

NAMES Mike Passell & Chris Compton #
GENERAL APPROACH
 Strong Club
 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
 14 1NT to 16 3♣ Puppet
 15 to 17 3♦ Minor GF
 3♥ SPL
 3♠ SPL
 5-card Major common
 System on over 2♣, X
 2♣ Stayman Puppet
 2♦ Transfer to ♥ 4♦, 4♥ Transfer
 Forcing Stayman Smolen
 2♥ Transfer to ♠ Lebensohl (___denies)
 2♠ -->3♠ or BAL Neg. Double
 2NT -->3♦ Other: Meck/PEN

2NT 19/20 to 20/21
 Puppet Stayman
Transfer Responses:
 Jacoby Texas
 3♠ -->Both Minors
 4♠-♦s; RKC 4N=SO
 3NT GAM to BLING
 Conventional NT Openings
 Xfer LEB, 3♣=0-1♦/2♦
 3S♠-♦;3♥short (M)

MAJOR OPENING
 Expected Min. Length 4 5
 1st/2nd
 3rd/4th

MINOR OPENING NF 0-2 Conv.
 Expected Min. Length 4 3
 1♣
 1♦

RESPONSES
 Double Raise: Force Inv. Weak
 After Overcall: Force Inv. Weak
 Conv. Raise: 2NT 3NT Splitter
 Other: 2♠, 3♠/1♥=Xfer; 3♠=NAT; 3♦=♥/1♠
 1NT: Forcing Semi-forcing
 2NT: Forcing Inv. _____ to _____
 3NT: DirSPL to =Void
 Drury : Reverse 2-Way Fit
 Other: OneUnder=LR; 3X+1=any SPL

RESPONSES
 Double Raise: Force Inv. Weak
 After Overcall: Force Inv. Weak
 Forcing Raise: J/S in other minor
 Single raise Other: 1♦-1M-1N-2N=REL
 Frequently bypass 4 + ♦
 1NT/1♣ _____ to _____
 2NT Forcing Inv. 12 to 13
 3NT: 14 to 16
 Other: 2♥/1♠=12-13 or 16+ BAL

	DESCRIBE	RESPONSES/REBIDS
2♣ 11 to 15 HCP	2M=F1	2♣-2♦-3♠=Sound +A/K
Strong <input type="checkbox"/> Other <input type="checkbox"/>		
2♦ Resp: Neg. <input type="checkbox"/> Waiting <input type="checkbox"/>		
2♦ 11 to 15 HCP Short ♦		XX=Pick; 2♦(3♦)X=PEN
Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>		2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>
2♥ 5 to 10 HCP XX Starts Xfers		3♠best3♦game
Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>		2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>
2♠ 5 to 10 HCP XX Starts Xfers		3N4OM;3OMgood for3N
Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>		2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>

OTHER CONV. CALLS: New Minor Forcing: 2-Way NMF
 Weak Jump Shifts not in Comp. 4th Suit Forcing: 1 Round Game
 Q=LR;2NT=FR/1M Comp; 1♦(1NT)2♠-♦s or Mm2♦M's; Xfer 1♦: (2♠)(2♣)(3♣)
 Pass/Double Inversion;1MAJ(1NT)2m=m+OM; (♥s) X(♥s) X=♠s, ♠s=X
 Parts: xfers/1M(2M)Mich; Crash; tied suit un/un; 1♦2♠2♥3♠interchange

Copyright © ACBL CC Editor 1.0.15 (PASSELLCOMPTON 04-04-2016 19:47:46)