

**SPECIAL DOUBLES**

After Overcall: **Penalty**              
Negative  thru 4H  
Responsive  : thru 3H Maximal   
Support: Dbl.  thru 2H Redbl   
Card-showing  Min. Offshape T/O   
2nd time around or 3-level: Dbl = penalty

**SIMPLE OVERCALL**

1 level 7 to + HCP (usually)  
often 4 cards  very light style   
**Responses**  
New Suit: Forcing  NFConst  NF   
Jump Raise: Forcing  Inv.  Weak   
Cue bid = LR plus/Balancing common

**JUMP OVERCALL**

Strong  Intermediate  Weak

**OPENING PREEMPTS**

Sound Light Very Light  
3/4-bids     
Conv./Resp. Vul Non Vul 3rd seat

**DIRECT CUEBID**

OVER: Minor Major  
Natural    
Strong T/O    
Michaels    
Cue over weak 2 = Western Q; Natural if art. opener

**SLAM CONVENTIONS** Gerber : 4NT: Blackwood  RKC  1430   
Gerber ONTO (E&L) or agreed; Q ask; Specific Kings; Kickback; Exclusion  
0314 Gerber w/ agreed or implied suit; A's only w/ no agreed suit  
vs Interference: DOPI  DEPO  Level:            ROPI

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

versus Suits	versus Notrump
<b>X X</b> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>	<b>X X</b> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>
<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>
<b>(A)K</b> x	<b>(A)K</b> J x
T 9 x	A Q J x
K Q x	A J T 9
K J T x	A T 9 x
Q J x	K T 9 x
K T 9 x	K Q J x
J T 9	Q J T x
Q T 9 x	Q T 9 x
J T 9 x	J T 9 x
T 9 x 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: 9 to 14  
Jump to 2NT: Minors  2Lowest   
Conv.  Sandwich NT (5/5); Bal 2NT = 19-21

**DEFENSE VS NOTRUMP**

vs: Strong Weak  
2♣ Relay 2D\* Natural (all)  
2♦ Majors (4/4)             
2♥ Natural             
2♠ Natural             
Dbl: Relay 2C\* = hand, Systems ON  
Other: \*Major over relay shows 2-suited  
2NT = minors (5/5)

**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           

**VS Opening Preempts Double Is**

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

**DEFENSIVE CARDING**

Standard:  vs SUITS  vs NT   
Except   
A = attitude, K = count (or UB/NT)  
Reverse Smith Echo (Low = continue)  
Upside-Down:  vs SUITS  vs NT   
count  attitude

**FIRST DISCARD**

Lavinthal    
Odd/Even    
Upside-Down

**OTHER CARDING**

Smith Echo    
Trump Suit Pref.    
Foster Echo

**PLEASE ASK**

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**GENERAL APPROACH**

2/1

**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 11 to 14 NVul  
14+ to 17 V/4th  
5-card Major common   
System on over Dbl, 2C  
2♣ Stayman  Puppet   
2♦ Transfer to ♥  Forcing Stayman   
2♥ Transfer to ♠   
2♠ MSS or D bust  
2NT Relay to 3C  
3♣ Inv 3NT (6+C/ top 2 of 3)  
3♦ Inv 3NT (6+D/ top 2 of 3)  
3♥ 5H/5S non force  
3♠ 5H/5S game force  
4♦, 4♥ Transfer  Smolen   
Lebensohl  (Fast denies)  
Neg. Double   
Other: Opener XX => 2C (P or C)

2NT 20 to 21

Puppet Stayman   
**Transfer Responses:**  
Jacoby  Texas   
3♠ MSS (5-4m/GF)

3NT            to             
Gambling (4C P or C, 4D GF)

**Conventional NT Openings**  
1 NT in 4th seat is 14+ to 17  
Smolen at 3-level only

**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: 2C relay (3-card LR or GF)  
1NT: Forcing  Semi-forcing   
2NT: Forcing  Inv.  to             
3NT: 13-15 to 2-card supp.  
Drury : Reverse  2-Way  Fit   
Other: Jacoby 2NT; Constructive raises

**MINOR OPENING**

Expected Min. Length 4 3 <sup>NF</sup> 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: JIS=Inv. raise, On PH&Op X  
Frequently bypass 4+♦   
1NT/1♣ 8 (5+ over 1D) to 10  
2NT Forcing  Inv.  11 to 12  
3NT: 13 to +  
Other: Inverted is GF; Off w/ Interf. or X

**DESCRIBE**

or 8 1/2 QT  
2♣ 22 to + HCP  
Strong  Other   
2♦ Resp: Neg  Waiting   
2♦ 5 to 11 HCP Disciplined 1st & 2nd  
Natural: Weak  Intermediate  Strong  Conv.   
2♥ 5 to 11 HCP Disciplined 1st & 2nd  
Natural: Weak  Intermediate  Strong  Conv.   
2♠ 5 to 11 HCP Disciplined 1st & 2nd  
Natural: Weak  Intermediate  Strong  Conv.

**RESPONSES/REBIDS**

Controls: A=2, K=1  
2D = 0/1, 2H = 2, 2S = AK, 2NT = 3K  
3C = 4, etc. Int: DOPI/ROPI  
**OGUST / RONF**  
2NT Force  New Suit NF   
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2NT Force  New Suit NF

**OTHER CONV. CALLS:** New Minor Forcing:  2-Way NMF  XYZ (on over X)

Weak Jump Shifts: In Comp.  Not in Comp.  Wolfe Signoff/Checkback D  
4th Suit Forcing: 1 Rd.  Game  Western Cue, Mathe over Precision (X = M, NT = m, Natural)  
Un vs Un (Low = LR, High = GF, X = Defend); Blubaugh over reverses  
Meckwell (3-card M-suit raises w/ 2NT ask); Kokish 3-way game tries