

SPECIAL DOUBLES

Negative: ⇒ 4♦
Responsive: ⇒ 4♦
Support: ⇒ 3Q
Anti Lead Dbl, Support Rdbl

DIRECT NT OVERCALLS

1NT 15 to 18 hcp (not rigid)
 Systems On ■
Jump to 2NT: Any Range
 Usually **2-lowest Unbid** ■

SIMPLE OVERCALL

6+ hcp (occ. light ■) NSNF (usually)
Responses: 3♥+ OR 3/3 = force
Qbid: Limit+(2-lev) OR Force (3-lev+)
Jump Raise is: **Preemptive**
 JS=Force (Fit in Comp) Many Fit Bids
 Jump Q = **Mixed Raise** (also 6th seat)

VS. 1NT: STRONG ■ DIRECT ■ BY PH ■

Dbl = ♦♥ OR ♠♦
 2♣ = ♠♥ OR ♦♦
 2♦ = ♥♦
 2♥/2♠ = Natural
Vs. WEAK NT ■ & Balance ■
 Dbl = Penalty (or Cards)
 2♣ = ♥♦ or one minor
 2♦ = ♥'s or ♠'s
 2♥/♠ = natural with minor
 3m = preemptive

JUMP OVERCALL

WIDE RANGE (0-15+) (Vul vs. Not) (Usually)
Intermediate ■ Weak ■
 5-cd suit only if 5/5 1♣-2♦=Michaels
 2NT = modified Ogust
 NSNF except 3H+ = F and 3/3 = F

OVER OPP'S TAKEOUT DOUBLE

New Suit Force: 1 level ■ NF at 2-level
JS: Force ■ (Fit)
 Redouble Implies No Fit ■
MAJORS: 2NT = Limit+ (4)
 2♣ = Trans ⇒ 2♦
 2♦ = Stronger Raise, Other NS NF
 Raise = wk raise, may be doubleton
 1NT = Trans ⇒ 2♣
 3NT = Good Preempt
MINORS: 2NT = Bal limit raise
 3NT = GF bal raise
JS other min = Unbal limit raise

OPENING PREEMPTS

WIDE RANGE (0-15+) (Usually)
Light ■
NAMYATS (Solid Major)
 NSNF (NV) Many Asking Bids

Vs. Opening Preempts Double Is

Takeout Lebensohl
 Weak 2's ■ FADS
 3-Bids ■

DIRECT CUEBID

Natural ■ vs. NF short 1♦
Two Suits ■ Michaels
 1♣-2♣ = 5/4 or 4/5 Majors
 1♣-2♦ = Michaels

SLAM CONVENTIONS (1430)

Gerber ■ Over NT, 5♣ SuperGerber **4NT: Roman Keycard ■**
 KeyCard Responses to Splinters 4m may be RKC
Interference over 4NT ■ R2D2 (Redouble or Double = 2nd Step)
 R2D2 vs interference in any step sequence; Odd-Even above 5T; 4♠=RKC/preempts

LEADS

Vs. Suits
 ⊗x xx⊗x
 ⊗x⊗ xxxx⊗
 ♣AKx 109⊗
 KQx KJ⊗x
 QJx K⊗⊗x
 J109 Q⊗⊗x
 KQ109

Vs. NT
 ⊗x ⊗⊗xx
 ⊗xx ⊗⊗x⊗x
 AKJx AQJx
 AJ⊗9 A10⊗⊗
 KQJx KQ109
 KJ⊗x K10⊗⊗
 QJ10x Q10⊗⊗
 J109x
 10⊗x⊗

K for Unblock or Count
A or Q for Attitude

From Int. Sequence:
 Random

DEFENSIVE CARDING

vs SUITS vs NT

Standard:
Count ■ ■
Attitude ■ ■
Suit Preference ■ ■

Odd/Even Discard (if needed)
 Primary Signal: Attitude
 Very few count signals
 Possible SP in trumps
 After Trick 1: J,10 or 9 may be 0 or 2 if needed (rare)
 Smith Echo vs. NT (if needed)
 "Q" or "J" may be "Alarm Clock"
 No signals vs. Slams

Length Lead Vs. SUITS: 3rd Best from Even, Low from Odd

Length Lead Vs. NOTRUMP: Attitude, 3rd Best in Partner's Suit, 2nd high from bad suit

LEADS & SIGNALS FREQUENTLY DECEPTIVE

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GENERAL APPROACH: Aggressive Standard American

ANY ACTION MAY BE LIGHTER THAN STANDARD

2/1: One-round force

VERY LIGHT: OPENINGS ■ OVERCALLS ■ PREEMPTS ■

FORCING OPENING: 2♣; 4♣/4♦ (Namyats)

NOTRUMP Freq 5-cd Major, Maybe Off-Shape

1NT: 14 to 16 (vul & in 3rd & 4th seat nv); 10 to 12 (nv in 1st & 2nd seat) **2NT: 5/5+ Minors, 3-12** (varies with vulnerability) **OR very strong 5/5+ minors (GF)**

2♣-any-2NT (21+) (Puppet, Jacoby, Texas)

3NT: Gambling (1st & 2nd) - Any Solid Suit, No side A or K

TRANSFERS: So.Afr.Texas (MST) ■ 4-Suit Jacoby ■ thru 3♣

1N-2♠: ♠'s or Size Ask. 1NT-3♦/3♥/3♠: Natural with Primary ♠'s ■ GF

Transfer Lebensohl ■ FASS Negative Doubles ■ thru 3♣

Smolen (5422), Retransfers, CARDS

2♣-2X-2M = signoff (scramble) 2♣-2X-2N: may have 5 spades

MAJOR OPENINGS

1♥-1♠ Opening on 4 Cards
 Often Seldom

1st-2nd
 3rd-4th ■ 3rd ■ 4th

RESPONSES

Double Raise ■ 4 trumps, 5-8

3♣ may be limit raise

Double Raise in Comp: Preemptive

Conventional Raises:

2NT = Modified Jacoby

Splinters ■ 3NT= 4x3, 13-15

2-Way Reverse Drury ■

2NT by PH = ♠'s

Fit-Showing JS by PH, NF (4+)

MINOR OPENINGS

4+ 3+
 1♣ ■
 1♦ ⇐ ⇐

RESPONSES

Double Raise: Preemptive ■

Double Raise in Comp: Preemptive

Single Raise Forcing ■ thru 3m

1NT/1♣: 8 to 10 hcp

1♦/1♠: 6+ **May Bypass ■**

2NT: Invitational

3NT: 13-15 (4+ in other minor)

Splinters: 4m & 5m only

Fit-Showing JS by PH, NF (4+)

3-lev: Preemptive JS

2♣ Balanced 21+ OR 8½+ Tricks

Strong ■ **Step Responses → 4♦ (Controls)**

RESPONSES

Kokish (24+)
 C3L=2nd neg

2♦/2♥/2♠ 3 to 9 hcp

N.V: Usually

Natural ■ 5-card suit

Vul: 6-cd suit

Distribution and Suit Quality Irrelevant

Modified Ogust
 NV: NSNF
 NV: JS to 3♥/3♠ = Invitational
 Vul: NSNF
 Constructive
 4♣ = RKC
 4♦ = MSST
 Many Asking Bids

Fit-Showing JS in Comp ■ (F) & by PH (NF), Many fit-showing bids

4th Suit Forcing: 1 Round ■ (GF at 3-level)

2-way Checkback ■ Good/Bad 2NT

Unusual v. Unusual Jump in 4th suit = Invitational

4 suit trans after 2NT rebid

Vs. dead NT after their 1m opening: DONT

2NT in competition is rarely natural

Almost never pass partner's opening bid;

Occasional tactical psyches – no specific agreements.