

<p>SPECIAL DOUBLES Negative/Responsive→4♦ Support x/xx→2♥ Maximal Overcall Double Rev. Rosencranz; Snapdragon</p>	<p>DIRECT NT OVERCALLS 1NT = 15 to 18- HCP Jump to 2NT = 2 lower unbid Bal: 1NT=10-14/15 HCP, Bal: Jump to 2NT=17-19 HCP Systems on over Direct & Balancing NT Overcalls</p>
<p>SIMPLE OVERCALL 7 to 17 HCP Responses: Some Transfers Preemptive Jump Raises Jump Cue=Mixed Raise (4 trump) Jump to 2NT=Limit raise, 4 trump New Suit Forcing--Unpassed Hand</p>	<p>OVER OPPONENTS NTS SUCTION vs. Strong NT (Direct) DONT vs. Strong NT (Bal) SUCTION vs Weak NT (x=penalty) Systems on over Double of Weak NT (up to 14 HCP) BENNETT</p>
<p>JUMP OVERCALL Weak OGUST by unpassed hand</p>	<p>OVER OPP'S TAKEOUT DBL New suit forcing at 1 level Weak Jump Shifts & Raises Redouble implies no fit Flip Flop--JORDAN 2NT Splinters are ON 2♣/3♦ = Const Major Raise (3/4)</p>
<p>OPENING PREEMPTS Sound to Light per Vulnerability NAMYATS</p>	<p>VS Opp's Preempts Dbl is T/O→4♥ • 4NT/4♠=2 suit T/O System ON/ 2NT & 3NT Lebensohl</p>
<p>PSYCHICS Rare</p>	<p>Direct Cue Bid Natural over artif. bids Michaels (4NT for minors) Leaping Michaels DIRECT Q 3 lvl asks for Stopper</p>
<p>SLAM CONVENTIONS 1430 RKC Blackwood and Gerber; 0314 RKC Minorwood DR0P1/DEPO; SPECIFIC KINGS; Ex. Blackwood (0314)</p>	
<p>DEFENSIVE CARD PLAY Opening lead vs. SUITS: 3RD from even, low from odd Mark card led: xxx AKx KQx QJx J10x 109x KJ10x K109x Q109x xxxxx</p> <p>Opening lead vs. NT: attitude (4th leads mid-hand) Mark card led: xxx AKJx AKJ10 AQJx AJ10x A109x KQJx KQ109 KJ10x K109x QJ10x Q109x J109x 1098x xxxxx</p> <p>UPSIDE DOWN COUNT AND ATTITUDE Special Carding vs NT: Reverse Smith; A asks unblock or count, K asks attitude</p>	

NOTRUMP OPENING BIDS

<p>1NT = 10-13 HCP (NV 123) 1NT = 14+-17 HCP (V-NV4) AFTER STRONG NT 2♣ = NF Stayman 4 suit Transfers (pre-accepts) Jacoby • Texas 1NT→3♣: Puppet 1NT→3♦: 5/5 GF minors 1NT→3♥: 3-1-(5-4) 1NT→3♠: 1-3-(5-4)</p> <p>WEAK NT TREATMENTS 2♣ = NF Stayman 2♦ = Forcing Stayman; Runouts South African/Texas Transfers 3 of suit=weak Modified Lebensohl</p>	<p>2NT = 5-10 HCP 5-5 or 6-5 in Minors</p> <p>3NT=Opening 4 level Minor Preempt</p> <p>1NT TREATMENTS (STRONG) Smolen • Mod. Lebensohl • Garbage Stay Stayman & Jacoby on over Dbl & 2♣ XX forces 2♣, long minor or majors Texas on thru 3♣ and over X Neg. Double over 3 level Overcalls and some 2 level Overcalls</p> <p>STRONG 2NT OPENING Puppet, Jacoby, Texas 3♣→xfr to 3NT; 3NT=5♣ & 4♥ After xfr→3♥, 3N=4 spds, 3♠<4 spd</p>
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<p>MAJOR OPENINGS 1♥ or 1♠: 5+ (1/2); 4+ (3/4) RESPONSES Forcing NT, JACOBY 2NT (4) 3 of other major & 3NT=splinter Mod. Bergen Raises • Splinters 1-2-3 (trump ask or aces) HSGT • Gazzilli/Bart 1♥-p-1♠ = 4 or fewer ♠ 1♥-p-1NT = 5 or more ♠</p> <p>IN COMP Dbl Raise=Preemptive; Excl X BY PASSED HAND 2-Way Reverse Drury (ON over opps X and 1♠) 2NT=5/5 minors (8-11 HCP) 3♣/3♦=Natural, Invitational</p>	<p>MINOR OPENINGS 1♣ (2+)</p> <p>TRANSFER SUIT RESPONSES THROUGH 4♥ 1NT = 7-10 HCP 2NT= 11-12 HCP 3NT=13-15 HCP NO SPLINTERS 1♦ (4+) Inverted Raise 2NT= 13-15 HCP (BUH) 3NT=16-18 HCP 1♦-3♣=Inv., 6+ clubs 1♦-2♥/2♠=limit/mixed raise, 11-12 HCP Bal, or strong & nat. Reverse Flannery/Passed Hand</p>
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<p>2♣ (Strong)</p>	<p>2♥, x, xx = Double Negative, 2NT=Hearts 2♦ = Game Forcing ; Kokish</p>
<p>2♦ (Multi)</p>	<p>Weak two in Major, 20-21 HCP Balanced or GF with Long Minor; 2NT asks; 2♥/2♠- P/C Multi is off in 4th position; 2♦=Flannery</p>
<p>2♥ (Flannery)</p>	<p>11-15 HCP, 4-5 or 4-6 in Majors 2NT=Asks; 3♣/3♦=Invitational w/Major fit</p>
<p>2♠ (Preempt)</p>	<p>5 Spades + 4+ Minor, 5-10 HCP, 2NT asks</p>
<p>2-Way New Minor Force; XYZ; Good/Bad 2NT; 6-4 Fragments; Intermediate Jump Shifts BPH (3 lvl) Meckwell (1♦-1M-2M-2♠/S2NT); Sandwich NT; Wolff Signoff Unusual/Unusal & Michaels; Capp after 1♣/1♦-1NT by Opp SUCTION vs strong 1♣ or 2♣; CRASH over 1♦ or 2♦ response</p>	