

SPECIAL DOUBLES

After Overcall: Penalty
Negative thru TH
Responsive thru TH Maximal
Support: Dbl thru TH Redbl
Card-showing Min. Offshape T/O

SIMPLE OVERCALL

1 level 8 to 17 HCP (usually)
often 4 cards very light style
2 level Responses
New Suit: Forcing NF Const NF
Jump Raise: Forcing Inv. Weak
SJS, JQ = mixed

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
3 \heartsuit = P/C

SLAM CONVENTIONS Gerber 4NT: Blackwood RKC 1430

vs Interference: DOPI DEPO Level: 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 9 Q T 9 x	Q J T x Q T 9 x
K Q T 9	J T 9 x T 9 x x

LENGTH LEADS: K = power
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

NOTRUMP OVERCALLS

Direct: 15 to 18 Systems on
Conv.
Balancing: 11 to 15
Jump to 2NT: Minors 2 Lowest
Conv.

DEFENSE VS NOTRUMP

vs: 15
2 \clubsuit + M Majors
2 \heartsuit + M
2 \diamond
2 \spadesuit
Dbl: Major Cards
Other: minor

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: 2 \heartsuit = 3 constructive

VS Opening Preempts Double Is

Takeout thru HS Penalty
Conv. Takeout:
Lebensohl 2NT Response
Other:

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

SPECIAL CARDING **PLEASE ASK**

NAMES

Brood + Greenspan

GENERAL APPROACH

Two Over One: Game Forcing Game Forcing Except When Suit Rebid
VERY LIGHT: Openings 3rd Hand Overcalls Preempts
FORCING OPENING: 1 \clubsuit 2 \clubsuit Natural 2 Bids Other

NOTRUMP OPENING BIDS

1NT 14 to 17
to
5-card Major common
System on over
2 \clubsuit Stayman Puppet
2 \diamond Transfer to \heartsuit 4 \diamond , 4 \heartsuit Transfer \rightarrow 3 \heartsuit
Forcing Stayman Smolen
2 \heartsuit Transfer to \spadesuit
2 \spadesuit Range or Lebensohl SAs (denies)
2NT \diamond b.d.s.u.t Other:
3 \clubsuit 5-5 Tu
3 \diamond 5-5 F
3 \heartsuit 5-5 M
3 \spadesuit
2NT 19+ to 21
Puppet Stayman
Transfer Responses:
Jacoby Texas
3 \heartsuit \rightarrow 3NT ~~not suit - 4H/4S short~~
3NT to
Gambling No Ask
Conventional NT Openings

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 Splitter
Other: Rev Bergen 3M 14-16
1NT: Forcing Semi forcing
2NT: Forcing Inv. to
3NT: to
Drury Reverse 2-Way Fit
Other:

MINOR OPENING

Expected Min. Length 4 3 ^{NF} 0-2 Conv.
1 \clubsuit
1 \diamond

RESPONSES

Double Raise: Force Inv. Weak
After Overcall: Force Inv. Weak
Forcing Raise: J/S in other minor
Single raise Other:
Frequently bypass 4+ \diamond
1NT/1 \clubsuit 6 to 10
2NT Forcing Inv. 11 to 12
3NT: 13 to 15
Other Splitter

DESCRIBE RESPONSES/REBIDS

DESCRIBE	RESPONSES/REBIDS
2 \clubsuit <input type="checkbox"/> to <input type="checkbox"/> HCP Strong <input checked="" type="checkbox"/> Other: <input type="checkbox"/> 2 \diamond Resp: Neg <input type="checkbox"/> Waiting <input checked="" type="checkbox"/>	3 \heartsuit = X neg X = penalty
2 \diamond <u>5</u> to <u>10</u> HCP Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	NW 5566 2NT Force <input checked="" type="checkbox"/> New Suit NF
2 \heartsuit <input type="checkbox"/> to <input type="checkbox"/> HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	Vul Feature 2NT Force <input type="checkbox"/> New Suit NF
2 \spadesuit <input type="checkbox"/> to <input type="checkbox"/> HCP 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

OTHER CONV. CALLS: New Minor Forcing: 2-Way NMF uph
Weak Jump Shifts: In Comp. Not in Comp. IC
4th Suit Forcing: 1 Rd. Game U/V cheap Q = raise
2N/1st/2nd CB