

NAMES

SPECIAL DOUBLES

After Overcall: Penalty
 Negative thru 4H
 Responsive : thru 3S Maximal
 Support: Dbl. thru 2M Redbl
 Card-showing Min. Offshape T/O
 Snapdragon, competitive dbls

SIMPLE OVERCALL

1 level 7 to 17 HCP (usually)
 often 4 cards very light style
Responses
 New Suit: Forcing NConst NF
 Jump Raise: Forcing Inv. Weak
 Jump Q = Mixed

JUMP OVERCALL

Strong Intermediate Weak
 Over 1C (2+ balanced), 2D = Majors, 2C nat

OPENING PREEMPTS

Sound Light Very Light
 3/4-bids
 Conv./Resp. Light fav.; 4C(4D/Clubs) = mod RKCB

DIRECT CUEBID

OVER: Minor Major
 Natural
 Strong T/O
 Michaels

SLAM CONVENTIONS Gerber : 4NT: Blackwood RKCB 1430

Simple Gerber/Bwd when no agreed suit; Kickback RKCB
 After Stayman and 2M response, 4C = RKCG; GSF responses-->less = better
 vs Interference: DOPI DEPO Level: DOPI <=5; DEPO >5 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
A K x	A K J x
K Q x	K Q J x
Q J x	Q J x
J T 9	J T 9 x
K Q T 9	K Q T 9

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

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NOTRUMP OVERCALLS

Direct: 15 to 18 Systems on
 Conv. Direct: Stayman+xfers; Sandwich = TO
 Balancing: 11/12 to 14/15 (m/M)
 Jump to 2NT: Minors 2Lowest
 Conv. After 1NT balance, mod Kokish checks range

DEFENSE VS NOTRUMP

vs: All
 2♣ hearts and another with both majors, we show
 2♦ spades and another weaker major first
 2♥ Natural
 2♠ Natural
 Dbl: Penalty
 Other: BPH, dbl = clubs or diamonds
 Advancer's dbl after 2C/D = competitive

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: Kluge start at 1NT over 1M/D; P/B showing jump after 1C/D

VS Opening Preempts Double Is

Takeout thru 4S Penalty
 Conv. Takeout:
 Lebensohl 2NT Response
 Other: Roman Jumps, 4NT/opp's wk 2 = Blackwood

DEFENSIVE CARDING

Standard: vs SUITS vs NT
 Except
 Vs NT: A asks attitude;
 K asks unblock or count
 Upside-Down: count attitude

FIRST DISCARD

Lavinthal
 Odd/Even

OTHER CARDING

Smith Echo
 Trump Suit Pref.
 Foster Echo

PLEASE ASK

GENERAL APPROACH

Modified Standard American

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

NOTRUMP OPENING BIDS

1NT 14+ to 17
 to
 5-card Major common
 System on over Artif. Dbl
 2♣ Stayman Puppet
 2♦ Transfer to ♥ Forcing Stayman
 2♥ Transfer to ♠ Minor Stayman or weak Ds
 2♠ wk Cs or 4-4-4-1 GF
 3♣ Natural invite
 3♦ Natural invite
 3♥ 1-3-(5-4)
 3♠ 3-1-(5-4)
 3H/S (3-0)-(6-4) possible
 4♦, 4♥ Transfer Smolen
 Lebensohl (Fast denies)
 Neg. Double 3-level
 Other: 2NT rarely strong Cs or Ds

2NT 20+ or - to 21+ or -
 Puppet Stayman
Transfer Responses:
 Jacoby Texas
 3♠ Minor Suit Stayman
Smolen: 4S strong invt (4NT invt)
 3NT to
Gambling: 4D asks shortness

Conventional NT Openings
 2D Walsh Relay BUPH
 1NT-4S strong invt; 4NT invt

MAJOR OPENING

Expected Min. Length	4	5
1st/2nd	<input type="checkbox"/>	<input checked="" type="checkbox"/>
3rd/4th	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

RESPONSES

Double Raise: Force Inv. Weak
 After Overcall: Force Inv. Weak
 Conv. Raise: 2NT 3NT Splinter
 Other: Modified Jacoby 2NT
 1NT: Forcing Semi-forcing
 2NT: Forcing Inv. to
 3NT: 15-16 to 4-3-3-3
 Drury : Reverse 2-Way Fit
 Other: After Drury, SSG between 2M and 3M; Gazzi

MINOR OPENING

Expected Min. Length	4	3	0-2	Conv.
1♣	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
1♦	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

RESPONSES

Double Raise: Force Inv. Weak
 After Overcall: Force Inv. Weak
 Forcing Raise: J/S in other minor
 Single raise Other: Splinter
 Frequently bypass 4+♦
 1NT/1♣ 8+ to 11-
 2NT Forcing Inv. to
 3NT: 13/1D-15/1C to 15/1D-17/1C
 Other: Transfer Reso over 1C - Pass 3D/2NT checkbook offer

DESCRIBE

RESPONSES/REBIDS

2♣ <u> </u> to <u> </u> HCP Strong <input checked="" type="checkbox"/> Other <input type="checkbox"/> 2♦ Resp: Neg <input type="checkbox"/> Waiting <input checked="" type="checkbox"/>	Cheapest 3 (or 4) 2nd neg <small>Canope 3 Major rebid; 3NT resp solid suit (unspec)</small>
2♦ <u>5</u> to <u>11</u> HCP Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	RONF; 3C asks shortness; 4C Mod RKCB 2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/>
2♥ <u>5</u> to <u>11</u> HCP Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	RONF; 3C asks shortness; 4C Mod RKCB 2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/>
2♠ <u>5</u> to <u>11</u> HCP Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	RONF; 3C asks shortness; 4C Mod RKCB 2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/>

OTHER CONV. CALLS: New Minor Forcing: 2-Way NMF

Weak Jump Shifts: In Comp. Not in Comp. Fit showing jumps BPH
 4th Suit Forcing: 1 Rd. Game BUPH: XYZ by resp after 1C-Txfr; Unusual v 2 suiters
Soloway jump shifts at 2-level; Wolff Signoff; Ingberman after reverse; Mitchell Stayman v NT overcall
 JS at 3 level invt (-8--11, 6+ cd suit); "Serious" 3NT; Last Train; Mathe vs Strong 1C; 2C/1M=2+ GF (2D/H = 5+)