

SPECIAL DOUBLES
 Negative thru _____ thru 4♠+
 Responsive thru _____ Maximal
 Support: Dbl thru _____ Redbl
 Card-showing Min. Offshape T/O
 Tolerance redouble

NOTRUMP OVERCALLS
 Direct: 15+ to 18 Systems On
 Conv. 4 suit transfers
 Balancing: 11-15; 2 way q-stayman
 Jump to 2NT: Minors 2 Lowest
 Conv. sandwich NT 16-20

GENERAL APPROACH
2/1 with weak NT in 3/4 seat
 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

SIMPLE OVERCALL
 1 level 8+ HCP (Usually)
 Often 4 cards very light style
Responses
 New Suit: Forcing NFConst NF
 Jump Raise: Forcing Inv. Weak
 Jump Q mixed; comp 2NT LR+

DEFENSE VS NOTRUMP
 Vs: min 14 or PH incl 13 or less
 2♣ H + minor H + other
 2♦ 5S + other S + other
 2♥ H H
 2♠ S S
 Dbl. 4S + other cards
 Other _____
 (wk NT) dbl (run): negX rubensohl

NOTRUMP OPENING BIDS
 1NT 15-17 1/2 seat
 (11)12-14 3/4th
 5-Card Major common
 System on over 2C/art X
 2♣ Stayman Puppet
 2♦ Transfer to ♥
 2♥ Transfer to ♠
 2♠ clubs
 2NT natural

3♣ diamonds wk/str
 3♦ diamonds inv
 3♥ short spades
 3♠ short hearts
 (Natural after weakNT)
 (2D/weakNT = H inv)
 4♦, 4♥ Transfer
 Smolen
 Lebensohl (Ruben denies)
 Neg. Double
 Other 2D-2H-2S = MSS

2NT 20-21
 Puppet Stayman
 Transfer Responses:
 Jacoby Texas
 3♠ clubs; 4C=dia
 3D-3H-3S = MSS
 3NT solid m + stops

JUMP OVERCALL
 Strong Intermediate Weak
2NT asks shortness

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 FSJ; Xfers/1M; 2m+1/1m

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 1H-1S promises 5 cards
 1NT: Forcing Semi-Forcing
 2NT: Forc. Inv. reverse bart
 3NT: spl in most expensive suit
 Drury : Reverse 2-Way Fit
 Other switch bids after 2/1

MINOR OPENING
 Expected Min. Length 4 3 2 Other
 1♣
 1♦
RESPONSES
 Double Raise: Force Inv. Weak
 After Overcall: Force Inv. Weak
 Forcing Raise: J/S in other minor
 Single raise Other 2m+1 over dbl
 Frequently bypass 4+♦
 1NT/1♣ 6-10 UPH 5-8 PH
 2NT: Forc. Inv.
 3NT: 16-17
 Other wolff; relay after 1m-1M-2M

OPENING PREEMPTS
 Sound Light Very Light
 3/4-bids
 Conv./Resp 4C artificial try (4D/clubs)

DIRECT CUEBID
 OVER: Minor Major Art. Bids
 Natural
 Strong T/O
 Michaels

Vs. Opening Preempts Double Is
 Takeout thru _____ Penalty
 Conv. takeout leaping michaels
 Lebensohl 2NT Response
 Other leb over direct dbl

SLAM CONVENTIONS Gerber 4NT: Blackwood RKC 1430
Kickback; kb GSF; 6KCB; DI; reverse mulberry
 vs Interference: DOPI DEPO Level: DEPO >= 5T ROPI

LEADS (circle card led, if not in bold)
 versus SUITS versus NT
 (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
 (AK)x T(x)x (AK)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) K J T 9 K T 9 x
 K(Q)T 9 Q J T x Q T 9(x)
 J T 9 x T 9 x x
LENGTH LEADS:
 4th Best vs SUITS vs NT
 3rd & low, vs SUITS vs NT
 4th from 6 Attitude vs NT
 Primary signal to partner's leads
 Attitude Count Suit Preference
SPECIAL CARDING PLEASE ASK

DEFENSIVE CARDING
 Standard: vs SUITS vs NT

 Except Rusinow (off pard/dum suit)
AK lead vs suit: A even K odd
 Upside-Down: count
 attitude
5+ level: K/AK Q/KQ give count
 FIRST DISCARD
 Lavinthal
 Odd/Even
Reverse Smith
 OTHER CARDING
 Smith Echo
 Trump Suit Pref.
 Foster Echo

2♣ 22+ if bal HCP Describe GF if unbal. Step responses; kokish
 Strong Other Resp switch bids after 2C-2M 2♦: Neg Waiting

2♦ (10)11-15 HCP Describe Flannery (5+H 4+S)
 Natural Conv. Resp 4m=SPL OM 2NT Force New Suit NF

2♥ 6-10 HCP Describe weak two
 Natural Conv. Resp _____ 2NT Force New Suit NF

2♠ 6-10 HCP Describe weak two
 Natural Conv. Resp _____ 2NT Force New Suit NF

OTHER CONVENTIONAL CALLS: New Minor Forcing 2-Way NMF willenken
 Weak Jump Shifts _____ 4th Suit Forcing: 1 Round Game
UOU (4th=cheaper). Manfield. Crash/strong club direct seat.
Fit showing jumps in comp and by PH.
Invitational jump shifts to the 3 level.
Good-bad 2NT. Scrambling 2NT after dbl of supported M.