

David Berkowitz – Larry Cohen

PRECISION

STRONG FORCING OPENING : 1♣

<p>SPECIAL DOUBLES</p> <p>Negative, Responsive → ∞ Support → 3♥ Gametry/Maximal → 3♥ Rosenkranz → 2♠ Suit/Lead → 4♥</p>	<p>DIRECT NT OVERCALLS</p> <p>1NT: 15-18 HCP – front of card Jump to 2NT = 2 lowest unbid Balancing 1NT = 10-15/16 sandwich position=15-18</p>	<p>NOTRUMP OPENING BIDS</p> <p>1NT=14-16 (15-17 4th) 2NT = 21-22 3NT= 4 ♣/♦ preempt (Gambling 3rd,4th) Over 1NT: 2♦relays 2♥; 2♥→2♠; 2♠→3♣; 2N=Ask 3♣=Puppet Stayman; 3♦=To play; 3♥/3♠=Splinter Texas; Neg Doubles; Smolen; Transfer lebensohl</p>		
<p>SIMPLE OVERCALL</p> <p>7-17 HCP – maybe light UPH: new suit at new level=F Jump cue-bid=mixed raise Jump in comp. = fit Suit/lead transfer after double</p>	<p>VS. OPPONENTS NT</p> <p>Versus Top range of 15+ : 2♣=♣+? 2♦=♦+ (♥or♠) 2♥=♥+♠ 2♠=♠(weak) X=One suit (if ♠, strong)</p> <p>Versus Top range of 14- or 3rd seat : 2♣=♥+♠ 2♦=♥or♠ 2♥=♥+minor 2♠=♠+minor</p>	<p>MAJOR OPENINGS</p> <p>5-Card Majors (Occ. 4) 1NT response=Semi-Force 2/1=Game Force 2NT= GF 4+ trump raise 3♦= Limit 4+ trump raise 3-raise=Mixed 3-other (under)=Nat. Inv. 3NT=4x3 13-15 NF 4-raise=wide range (0-15) 1♠-1N-2♥-3♣=Artificial Drury; 2-way Game tries; Transfers after Double</p>		<p>MINOR OPENINGS</p> <p>1♣=Precision (16/17+) 1♦=Negative (0-7/8) 1♥/1♠/2♣/2♦= Nat GF 1NT=8-13 Balanced 2♥/2♠=14-15, 16-17 Bal 3-suit=4x1; 3N=solid suit In comp: X=any 5-8 1♦=10-15 HCP, usually 2+ Inv. raise; 2N/3♣=invite Comp: 1♦(1♥)1♠ = minors 1♦(x): xx=♥, 1♥=♠, 1♠=NT 2♥/2♠=Majors, Wk/Inv.</p>
<p>JUMP OVERCALL</p> <p>Weak (maybe OK opp. PH) 2NT asks shortness Transfers after double</p>	<p>OVER OPP. T.O. DOUBLE</p> <p>New suit forcing on 1 level Transfers (direct raise=weakest) Jumps=fit; 2NT=Limit over Maj</p>	<p>SLAM CONVENTIONS</p> <p>Roman Keycard Blackwood (0-3, 1-4); Kickback 4♣/♦RKC; 4♣ Preempt Keycard ask; TAB,CAB Soloway JS 1♥-2♠; Serious 3NT, Splinter Relays</p>		
<p>OPENING PREEMPTS</p> <p>Namyats: 4♣=♥; 4♦=♠ (In 3rd seat, natural) 4NT=Good 5-minor open</p>	<p>vs. OPPONENT PREEMPTS</p> <p>Double=takeout lebensohl in all positions Jump to 4♣/♦=GF min +maj</p>	<p>2♣ 10-15 HCP <u>6+♣</u> (5+ in 3rd seat); 2M=Nat, F 2♦=Artif. Ask: 2NT → 3♣:3♣ → 3♦: Neg X</p>		
<p>PSYCHICS</p> <p style="text-align: center;">Rare</p>	<p>DIRECT CUEBID</p> <p>Michaels; 2NT asks Tying minor for good hand</p>	<p>2♦ 10-15 HCP <u>0-1♦</u> (4-3 or 4-4 in majors) 2N=asks <u>in 3rd seat only</u> : 0-11 HCP, 5+♦</p>		
<p style="text-align: center;">DEFENSIVE CARD PLAY</p> <p>Honor Leads: 2nd Highest <u>AK KQ QJ J10 109</u> (But highest in partner's suit) Spot card Leads: 4th vs. NT 3rd/5th vs. Suits Trick One: Count vs. NT; Suit-Preference vs. Suits Later signals: First Discard=Odd/even; Smith vs. NT COUNT=STANDARD ATTITUDE=UPSIDE DOWN</p>		<p>2♥ 5-10 HCP <u>6+♥</u> (occ. 5) 2N=asks NS=NF n.v.; transfers after double</p>		
<p>OTHER CONVENTIONAL CALLS</p> <p>Crash vs. Big ♣, 2♣; 4th-suit GF; x-fers after 1♦ (X) PH Jumps=Fit; Umjuno; Two-way Checkback; Pass-Double inversion; Suit/Lead after Dbl.; Bart</p>		<p>2♠ 5-10 HCP <u>6+♠</u> (occ. 5) 2N=asks NS=NF n.v.; transfers after double</p>		