

SPECIAL DOUBLES

ter Overcall: Penalty 
Negative  thru 7♥
Responsive  thru 7♠ Maximal 
Support: Dbl.  thru 2 of suit\* Redbl 
Hard-showing  Min. Offshape T/O 
ndprgn, \*off/(1NT), Spl/twr (NV-V sac), /Bergen.TO/Nat

SIMPLE OVERCALL

level 5 to 17 HCP (usually)
ten 4 cards  very light style 
Responses
1 & 2/2: Forcing 1-rnd. Jump raise weak

Q: 3+-c con, 2NT, or Strng if 2NT avail; 3Q: 4-c Mixed

JUMP OVERCALL

Strong  Intermediate  Weak 
2NT: Asks shortness, NLMH

OPENING PREEMPTS

Sound Light Very Light
1/4-bids   
Conv./Resp. Pre-emptive KC Gerber

DIRECT CUEBID

OVER: Minor Major Artif. Bids
Natural   
Strong T/O   
Michaels   
NTinv: MM: m3/4: w/♠ slam/accpt, Mm ♠ p/c

LAM CONVENTIONS Gerber  4NT: Blackwood  RKC  1430 
One-over KC 3014 Specific kings

Tomman Gerber, Exclusion; 4NT opening: Specific A ask; PKCG: 4♠Wk2, pre-empt&4♦/3♠

vs Interference: DOPI  DEPO  Level: ROPI

LEADS (circle card led, if not in bold)

Table with columns for Leads versus Suits and versus Notrump. Includes card sequences like x x x, x x x x, AKx, T9x, KQx, KJT x, QJx, KT9x, JTx, QT9x, KQT9.

LENGTH LEADS:

4th Best vs SUITS  vs NT 
Third & low vs SUITS  vs NT

Primary signal to partner's leads
Attitude  Count  Suit Preference

NOTRUMP OVERCALLS

Direct: 15+ to 18 Systems On 
Conv.  Sys ON, don't show their M
Balancing: 11 to 14(m)/16(M\*)
Jump to 2NT: Minors  2 Lowest 
Conv.  \*2♠ Range-check Stayman

DEFENSE VS NOTRUMP

vs: Strng 1,2 or dead Weak (<15)
2♣ Nat + higher (inc♦) Majors (p/c)
2♦ Nat + major(X,p/c) One M
2♥ Nat 4+-c + 5+-c m
2♠ Nat same (2NT asks)
Dbl: Relay to 2♠\* Penalty as/strngPH
Other 2NT & 3-lvl: Trans (m: wide; M: inv)
\*♠, ♦, 2♥ majors, 2♠: Nat+

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 /M: trans@1NT, 3M-1:Mxd, tiered spl

VS Opening Preempts Double Is

Takeout  thru 4♠ Penalty 
Conv. Takeout: Regular lebensohl
Lebensohl 2NT Response 
Other: Leaping & non-leaping Michaels GF

DEFENSIVE CARDING

Standard:  vs SUITS vs NT
Except 
NT: AorQ: Unblock; K: Attitude
Suit@ 5-level or raise: A/K: att/count
Upside-Down:
count  
attitude

Standard remainder count
During: J denies, 10or9=0or2 higher

OTHER CARDING

Smith Echo Reverse  
Trump Suit P

NAMES

Cris Barrere & Leo Bell

#

GENERAL APPROACH

2/1 GF except: 1M-2♠, 2x-2M \*GF Nat or bal, OR 3-c LR

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

NOTRUMP OPENING BIDS

14+ 1NT to 17
3♣ Puppet (3♦ w/o 5-c)
3♦ 55 majors inv or better
3♥ 31(54) GF
3♠ 13(54) GF \*\*excpTMs
5-card Major common 
System on over X&2♠\*\*
2♣ Stayman  Puppet  Rev Baze: 4♣: Quant, 4♦: KC
2♦ Transfer to ♥  4♦, 4♥ Transfer 
Forcing Stayman  Smolen  Modified 3+5+
2♥ Transfer to ♠  Lebensoh \*  fast denies)
2♠ >♠ suit: Fit Neg. Double  2♠ & 3-M
2NT >♦ step: Neutral Other: /(X pen): Sys+XXrelay

2NT 20 to 21

Puppet Stayman 
Transfer Responses:
Jacoby  Texas 
3♠ Relay to 3NT for minors
/4om:KC 4Nneg;4M:stiff

3NT to
Gambling w 1 AorK 1st, 2nd

Conventional NT Openings
\*Trans Leb: ♠ > ♦ or Stay,
♦ > oM, M: Stay, oM > ♠ > ♦

MAJOR OPENING

Expected Min. Length 4 5
1st/2nd  
3rd/4th

RESPONSES

Double Raise: Mixed
After Overcall:  Inv.  Weak 
Conv. Raise: 2NT  3NT  Splitter 
Other: 2M+1: Gen Try; NS: Short; Mod Jacoby
1NT: Forcing  Semi-forcing 
1♥-3♠, 1♠-3♥: 9-11 Spl, step ask, LMH;
Reg Spl 12-14 (void PH)
Reverse Fit Drury, inc 1♥-(1♠)-2♣
X of their Drury: Clubs

MINOR OPENING

Expected Min. Length 4 3 0-2 Conv.
1♣   
1♦

RESPONSES

Double Raise: Force  Inv.  Weak 
After Overcall: Force  Inv.  Weak 
Forcing Raise: J/S in other minor 
Single raise  Other: 1m-2♥:RFlan,2♠:Mxd
Frequently bypass 4 + ♦  On if jump
1NT/1♣ 8-10 Inv m w art responses
2NT Forcing  Trans/ 1♣
3NT: 15-17 non-slamish 4333
Wolff Relay; 1♦-1M;2M+1: Dutch Spiral

2♣ 22+ to HCP Two-way 2♥ Relay /interference: X: Neg, P: GF
Strong  Other 
2♦ Resp: Neg.  Waiting  (Kokish) Cheaper minor: Neg

2♦ 4 to 10 HCP could have 4-c major 3M:4-c; 3♠: min/max; 3♥: avg
Natural: Weak  Intermediate  Strong  Conv.  2NT Force  New Suit NF

2♥ 4 to 10 HCP /(X): XX: cards, trans@NT Mod Ogust: 3♠: min or solid
Natural: Weak  Intermediate  Strong  Conv.  2NT Force  New Suit NF

2♠ 4 to 10 HCP trans into suit: AorK 3♠:Max; 3♥:NT: Max LMH short
Natural: Weak  Intermediate  Strong  Conv.  2NT Force  New Suit NF

OTHER CONV. CALLS: New Minor Forcing:  2-Way NMF  XYZ 
Weak Jump Shifts not in Comp.  4th Suit Forcing: 1 Round  Game 
vStrong (1♠)&(1♠-1♦): 1NT:♥♠, 2NT:♠♦; v1♦: 2m:Nat,2♥/3♦:Wk/Strng Michls;
Inv Jump Shift UPH (weak in comp); Fit JS PH or we overcall; Un/Un
1m-(1NT):2♠:♥♠&trans; M-(1NT):2♠>2♦, 2♦>♦oM, 2oM:Nat+♠, M-(X):T