

SPECIAL DOUBLES
 After Overcall: Penalty _____
 Negative thru 5♦
 Responsive: thru 5♦ Maximal
 Support: Dbl thru 2♠ Rdbl
 Card-showing Min. Offshape T/O

SIMPLE OVERCALL
 1-level 8 to 18 HCP (usually)
 Often 4 cards Very light style
Responses
 New Suit: Forcing NF Const NF
 Jump Raise: Forcing Inv. Weak
 FSJS@3-level; 2♠/1♥ weak

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

SLAM CONVENTIONS Gerber 4NT: Blackwood RKC 1430
 After Major suit Xfer, 4 other Major = RKC; Specific Kings
 After minor suit Xfer, 4 other minor = RKC: Exclusion
 vs. Interference: DOPI DEPO Level: DOPE > 5 trump suit ROPI

LEADS (click card led, if not in bold)
 versus Suits versus Notrump
 x x x x x x x x x x x x x x
 A K x 10 9 x A K J x A Q J x
 K Q x K J 10 x A J 10 9 A 10 9 8
 Q J x K 10 9 x K Q J x K Q 10 9
 J 10 x Q 10 9 x Q J 10 x Q 10 9 8
 K Q 10 9 J 10 9 x J 10 9 x 10 9 8 x

Length Leads:
 4th Best vs Suits vs NT
 3rd/5th Best vs Suits vs NT

Primary signal to partner's leads
 Attitude Count Suit Preference

DEFENSIVE CARDING vs Suits vs NT
 Standard:
 Except @5+ level, Ace asks
 for attitude, King for count
 Upside-Down Count
 Upside-Down Attitude
FIRST DISCARD
 Lavinthal
 Odd/Even
OTHER CARDING
 Smith Echo
 Trump Suit Pref.
 Foster Echo

SPECIAL CARDING PLEASE ASK

NAMES Robbie Hopkins & Jeff Roman

GENERAL APPROACH
 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
 1NT 15 to 17 3♠ natural+side suit 2NT 20 to 22-
 5-Card Major Common 3♦ natural+side suit Puppet Stayman
 System On Over 2♣, Dbl. 3♥ fragment+short 3♣ fragment+short
 2♣ Stayman Puppet 4♦, 4♥ Transfer 3NT to _____
 2♦ Transfer to ♥ Smolen 4♠ gambling; No A/K
 Forcing Stayman Lebensohl (____ denies) 3♣ relays to 3NT
 2♥ Transfer to ♠ Negative Double 3+ 3NT _____
 2♠ Tr to ♣, Gap=+ shortness/minor Xfer 2NT Tr to ♦, Gap=+ balanced, forcing

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

MINOR OPENING Expected Min. Length 4 3 NF 0-2 Conv.
 1♠
 1♦

RESPONSES
 Double Raise: Force Inv. Weak
 After Overcall: Force Inv. Weak
 Conv. Raise: 2NT 3NT Splinter
 Other: FSJS@3-level; 2♠/1♥ weak
 1NT: Forcing Semi-forcing
 2NT: Forcing Inv. to _____
 3NT: _____ to _____
 Drury : Reverse 2-Way Fit
 Other: 1M/1NT/2NT => Xfers on

RESPONSES
 Double Raise: Force Inv. Weak
 After Overcall: Force Inv. Weak
 Forcing Raise: JS in other minor
 Single raise Other: 3♠/1♦ weak,
 Frequently bypass 4+♦
 1NT/1♠: 8 to 10
 2NT: Forcing Inv. 11 to 12
 3NT: _____ to _____
 Other: fragments/2NT; 3♣ nf

DESCRIBE
 2♣ _____ to _____ HCP 8,5+ tricks or big
 Strong Other balanced
 2♦ Response: Neg Waiting

RESPONSES/REBIDS
 2NT rebid is balanced and forcing
 2♦ 10 to 12 HCP 3 suited Submarine rebids
 Natural: Weak Intermediate Strong Conv 2NT Force New Suit NF
 2♥ 11 to 16 HCP 4♠/5+♥ Flannery 3♣=stoppers? 3♣-->3♥
 Natural: Weak Intermediate Strong Conv 2NT Force New Suit NF
 2♠ 6 to 10 HCP Ogust; McCabe/Dbl
 Natural: Weak Intermediate Strong Conv 2NT Force New Suit NF

OTHER CONV CALLS: New Minor Forcing 2-Way NMF
 Weak jump shifts: In Comp. Not In Comp. @ 2-level
 4th Suit Forcing: 1 Round To Game Cappellitti over 1NT/2NT/3NT
 /str club: x=shapes of preceding, 1nt=opp shapes of preceding
 jumps=X/X+1; GSF: 6♠=1/Q, 6♥=A/K, 6♦=+extra, 7♠=2/3

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