

**SPECIAL DOUBLES**

**Negative:** ⇒ 4♦  
**Responsive:** ⇒ 4♠  
**Support:** ⇒ 3Q  
 Anti Lead Dbl, Support Rdbl

**DIRECT NT OVERCALLS**

1NT 15 to 18 hcp (not rigid)  
 Systems On ■  
**Jump to 2NT:** Any Range  
 Usually **2-lowest Unbid** ■

**VS. 1NT: STRONG ■ DIRECT ■ BY PH ■**

Dbl = ♦+♥ OR ♠+♠  
 2♣ = ♠+♥ OR ♦+♠  
 2♦ = ♥+♠  
 2♥/2♠ = Natural

**Vs. WEAK NT ■ & Balance ■**

Dbl = Penalty (or Cards)  
 2♣ = ♥+♠  
 2♦ = ♥'s or ♠'s  
 2♥/♠ = natural with minor  
 3m = preemptive

**SIMPLE OVERCALL**

6+ hcp (occ. light ■) NSNF (usually)  
**Responses:** 3♥+ OR 3/3 = force  
**Qbid:** Limit+(2-lev) OR Force (3-lev+)  
**Jump Raise is: Preemptive**  
 JS=Force (Fit in Comp) Many Fit Bids  
 Jump Q = Mixed Raise (also 6<sup>th</sup> seat)

**JUMP OVERCALL**

WIDE RANGE (0-15+) (Vul vs. Not) (Usually)  
**Intermediate ■ Weak ■**  
 5-cd suit only if 5/5 1♣-2♦=Michaels  
 2NT = modified Ogust  
 NSNF except 3H+ = F and 3/3 = F

**OPENING PREEMPTS**

WIDE RANGE (0-15+) (Usually)  
**Light ■**  
**NAMYATS (Solid Major)**  
 NSNF (NV) Many Asking Bids

**DIRECT CUEBID**

**5/4 Majors ■ vs (short) 1♦**  
**Two Suits ■ Michaels**  
 1♣-2♣ = 5/4 or 4/5 Majors  
 1♣-2♦ = Michaels

**OVER OPP'S TAKEOUT DOUBLE**

**New Suit Force:** 1 level ■ NF at 2-level  
**JS:** Force ■ (Fit)  
 Redouble Implies No Fit ■  
**MAJORS:** 2NT = Mixed raise+ (4)  
 2♣ = Trans ⇒ 2♦  
 2♦ = Stronger Raise, Other NS NF  
 Raise = wk raise, may be doubleton  
 1NT = Trans ⇒ 2♣  
 3NT = Good Preempt  
**MINORS:** 2NT = Bal limit raise  
 3NT = GF bal raise  
**JS other min = Unbal limit raise**

**Vs. Opening Preempts Double Is**

Takeout **Lebensohl**  
**Weak 2's ■ FADS**  
**3-Bids ■**

**SLAM CONVENTIONS** (1430)

**Gerber ■ Over NT, 5♣ SuperGerber** **4NT: Roman Keycard ■**  
 KeyCard Responses to Splinters 4m may be RKC  
**Interference over 4NT ■ R2D2 (Redouble or Double = 2nd Step)**  
 R2D2 vs interference in any step sequence; Odd-Even above 5T; 4♠=RKC/preempts

**LEADS**

**Vs. Suits**  
 ⊗x xx⊗x  
 ⊗x⊗ xxxx⊗  
 ♠AKx 109⊗  
 KQx KJ⊗x  
 QJx K⊗⊗x  
 J109 Q⊗⊗x  
 KQ109

**Vs. NT**  
 ⊗x ⊗⊗xx  
 ⊗xx ⊗⊗x⊗x  
 AKJx AQJx  
 AJ⊗9 A10⊗⊗  
 KQJx KQ109  
 KJ⊗x K10⊗⊗  
 QJ10x Q10⊗⊗  
 J109x  
 10⊗x⊗

**K** for Unblock or Count  
**A or Q** for Attitude

**From Int. Sequence:**  
 Random

**DEFENSIVE CARDING**

**vs SUITS vs NT**

**Standard:**  
**Count** ■ ■  
**Attitude** ■ ■  
**Suit Preference** ■ ■

Odd/Even Discard (if needed)  
 Primary Signal: Attitude  
 Very few count signals  
 Possible SP in trumps  
 After Trick 1: J, 10 or 9 may be 0 or 2 if needed (rare)  
 Smith Echo vs. NT (if needed)  
 "Q" or "J" may be "Alarm Clock"  
 No signals vs. Slams

**Length Lead Vs. SUITS:** 3rd Best from Even, 5th from Odd

**Length Lead Vs. NOTRUMP:** Attitude, 3<sup>rd</sup> Best in Partner's Suit, 2<sup>nd</sup> high from bad suit

**LEADS & SIGNALS FREQUENTLY DECEPTIVE**

**GENERAL APPROACH:** Aggressive Standard American

ANY ACTION MAY BE LIGHTER THAN STANDARD

2/1: One-round force

**VERY LIGHT: OPENINGS ■ OVERCALLS ■ PREEMPTS ■**

**FORCING OPENING: 2♣; 4♣/4♦ (Namyats)**

**NOTRUMP**

Freq 5-cd Major, Maybe Off-Shape  
 1NT: 10-12 (NV, 1st & 2<sup>nd</sup> seat; V, 4<sup>th</sup> seat); 10-15 (NV, 3<sup>rd</sup> & 4<sup>th</sup> seat); 14-16 (V, 1<sup>st</sup>, 2<sup>nd</sup> & 3<sup>rd</sup> seat)  
 2NT: 5/5+ Minors, 3-12 (varies with vulnerability) OR very strong 5/5+ minors (GF)

**2♣-any-2NT (21+)** (Puppet, Jacoby, Texas)

**3NT: Gambling** (1st & 2nd) - Any Solid Suit, No side A or K

**TRANSFERS: So.Afr.Texas (MST) ■ 4-Suit Jacoby ■ thru 3♣**

**1N-2♣: ♠'s or Size Ask. 1NT-3♦/3♥/3♠: Natural with Primary ♠'s ■ GF**

**Transfer Lebensohl ■ FASS Negative Doubles ■ thru 3♠**

**Smolen (5422), Retransfers, CARDS**

**2♣-2X-2M = signoff (scramble) 2♣-2X-2N: may have 5 spades**

**MAJOR OPENINGS**

1♥-1♠ Opening on 4 Cards  
 Often Seldom

1st-2nd  
 3rd-4th ■ 3rd ■ 4th

**RESPONSES**

**Double Raise ■ 4 trumps, 5-8**

**Double Raise in Comp: Preemptive**

**Conventional Raises:**

2NT = Mixed Raise+ (4 cds)

**Splinters ■**

**3NT= 4x3, 13-15**

**2-Way Reverse Drury ■**

**2NT by PH = ♠'s**

**Fit-Showing JS by PH, NF (4+)**

**MINOR OPENINGS**

4+ 3+  
 1♣ ■  
 1♦ ⇄ ⇄

**RESPONSES**

**Double Raise: Preemptive ■**

**Double Raise in Comp: Preemptive**

**Single Raise Forcing ■ thru 3m**

1NT/1♣: 8 to 10 hcp

1♦/1♠: 6+ **May Bypass ■**

**2NT: Invitational**

**3NT: 13-15 (4+ in other minor)**

**Splinters: 4m & 5m only**

**Fit-Showing JS by PH, NF (4+)**

**3-lev: Preemptive JS**

**2♣**

Balanced 21+ OR 8½+ Tricks  
 Strong ■ **Step Responses → 4♦ (Controls)**

**RESPONSES**

Kokish (24+)  
 C3L=2nd neg

**2♦/2♥/2♠**

3 to 9 hcp N.V: Usually  
 Natural ■ 5-card suit

Vul: 6-cd suit

*Distribution and Suit Quality Irrelevant*

Modified Ogust  
 NV: NSNF  
 NV: JS to 3♥/3♠ = Invitational  
 Vul: NSNF Constructive  
 4♣ = RKC  
 4♦ = MSST  
 Many Asking Bids

**Fit-Showing JS in Comp ■ (F) & by PH (NF), Many fit-showing bids**

**4th Suit Forcing: 1 Round ■ (GF at 3-level)**

**2-way Checkback ■ Good/Bad 2NT**

**Unusual v. Unusual Jump in 4th suit = Invitational**

**4 suit trans after 2NT rebid**

**Vs. dead NT after their 1m opening: DONT**

**2NT in competition is rarely natural**

**Almost never pass partner's opening bid;**

**Occasional tactical psyches – no specific agreements.**