

SPECIAL DOUBLES

After Overcall: **Penalty**
 Negative thru 4H
 Responsive : thru 3S Maximal
 Support: **Dbl.** thru 2M Redbl
 Card-showing Min. Offshape T/O
 Snapdragon; competitive dbls

SIMPLE OVERCALL

1 level 7 to 17 HCP (usually)
 often 4 cards very light style
Responses
 New Suit: Forcing NFConst NF
 Jump Raise: Forcing Inv. Weak
 Jump Q = Mixed

JUMP OVERCALL

Strong Intermediate Weak
 Over 1C (2+ balanced), 2D = Majors, 2C nat

OPENING PREEMPTS

Sound Light Very Light
 3/4-bids
 Conv./Resp. Light fav.; 4C(4D/Clubs) = mod RKCB

DIRECT CUEBID

OVER: Minor Major
 Natural
 Strong T/O
 Michaels

SLAM CONVENTIONS Gerber : 4NT: Blackwood RKC 1430

Simple Gerber/Bwd when no agreed suit. Kickback RKCB. Exclusion /Texas or when obvious
 GSF responses-->lower = better
 vs Interference: DOPI DEPO Level: DOPI <=5; DEPO >5 ROPI

LEADS (circle card led, if not in bold)

versus Suits		versus Notrump	
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
A K x	T 9x	A K J x	A Q J x
K Q x	K J T x	A J T 9	A T 9 x
T J x	K T 9 x	K Q J x	K Q T 9
J T 9	Q T 9 x	Q J T x	Q T 9 x
K Q T 9	J T 9 x	T 9 X	

LENGTH LEADS:

4th Best vs SUITS vs NT
 3rd/5th Best vs SUITS vs NT
 Attitude vs NT

Primary signal to partner's leads

Attitude Count Suit preference

SPECIAL CARDING

NOTRUMP OVERCALLS

Direct: 15 to 18 Systems on
 Conv. Direct: Stayman+transfers; Sandwich=strong
Balancing: 11/12 to 14/15 (m/M)
 Jump to 2NT: Minors 2Lowest
 Conv. After 1NT balance, mod Kokish checks range

DEFENSE VS NOTRUMP

vs: All
 2 **♣** hearts and another with both majors, we show
 2 **♦** spades and another weaker major first
 2 **♥** Natural
 2 **♠** Natural
 Dbl: Penalty
 Other: BPH, dbl = clubs or diamonds
 Advancer's dbl after 2C/D = competitive

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: Xfers (1NT+) after 1M-Dbl; Fit Showing Jump after 1C Dbl

VS Opening Preempts Double Is

Takeout thru 4S Penalty
 Conv. Takeout: _____
 Lebensohl 2NT Response
 Other: Roman Jumps; 4NT/opp's wk 2 = Blackwood

DEFENSIVE CARDING

vs SUITS vs NT
 Standard:
 Except
 Vs NT: A asks attitude;
 K asks unblock or count
 Upside-Down:
 count
 attitude

FIRST DISCARD

Lavinthal
 Odd/Even

OTHER CARDING

Smith Echo
 Trump Suit Pref.
 Foster Echo

PLEASE ASK

NAMES

Allan Falk & John Lusk

GENERAL APPROACH

Modified Standard American

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 14+ to 17
 to _____
 5-card Major common
 System on over Artif. Dbl
 2 **♣** Stayman Puppet at least invitational values
 2 **♦** Transfer to **♥** Forcing Stayman
 2 **♥** Transfer to **♠**
 2 **♠** Minor Stayman or weak Ds
 2NT wk Cs or 4-4-4-1 GF
 3 **♣** Natural invite
 3 **♦** Natural invite
 3 **♥** 1=3-(5-4)/0=3-(6-4)GF
 3 **♠** 3=1-(5-4)/3=0-(6-4)GF
 4 **♦**, 4 **♥** Transfer
 Smolen
 Lebensohl (Fast denies)
 Neg. Double : 3-level
 Other: 2NT rarely strong minor

2NT 20+ or - to 21+ or -

Puppet Stayman
Transfer Responses:
 Jacoby Texas
 3 **♠** Minor Suit Stayman
 Smolen; 4S strong invt (4NT invt)

3NT Gambling to No side A or K
 4-6C=P or correct; 4D asks shortness

Conventional NT Openings

2D Walsh Relay BUPH
 1NT-4S strong invt; 4NT invt

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: Modified Jacoby 2NT; NSS/LR
 1NT: Forcing Semi-forcing
 2NT: Forcing Inv. _____ to _____
 3NT: 2-ber splinter to 10-12/13+
 Drury : Reverse 2-Way Fit
 Other: After Drury, SSG between 2M and 3M; Gazz

MINOR OPENING

Expected Min. Length 4 3 NF 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: Splinter
 Frequently bypass 4+ **♦**
 1NT/1 **♣** 8+ to 11-
 2NT Forcing Inv. _____ to _____
 3NT: 13/1D-15/1C to 15/1D-17/1C
 Other: Transfer Resp over 1C - Pass; 3D/2NT checkback after btrf

DESCRIBE

RESPONSES/REBIDS

2 ♣ _____ to _____ HCP Strong <input checked="" type="checkbox"/> Other <input type="checkbox"/> 2 ♦ Resp: Neg <input type="checkbox"/> Waiting <input checked="" type="checkbox"/>	Cheapest 3/4 2nd neg; 2NT=semi-solid minor Canape 3 Major rebid; 3NT resp solid suit (unspecif)
2 ♦ <u>5</u> to <u>11</u> HCP Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	RONF; 3C asks shortness; 4C Mod RCKB 2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/>
2 ♥ <u>5</u> to <u>11</u> HCP Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	RONF; 3C asks shortness; 4C Mod RCKB 2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/>
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OTHER CONV. CALLS: New Minor Forcing: 2-Way NMF

Weak Jump Shifts: In Comp. Not in Comp. Fit showing jumps BPH
 4th Suit Forcing: 1 Rd. Game BUPH: XYZ by resp after 1C-Txfr: Unusual v 2 suiters
Soloway jump shifts at 2-level; Wolff Signoff; Ingberman after reverse; Mitchell Stayman v NT overcall
JS at 3 level invt (~8-11, 6+ cd suit); "Serious" 3NT; Last Train; Mathe vs Strong 1C; 2C/1M=2+ GF (2D/H = 5+)

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