

SPECIAL DOUBLES
 After Overcall: **Penalty**
 Negative thru 4H
 Responsive: thru 4H Maximal
 Support: Dbl thru Rdbl
 Card-showing Min. Offshape T/O

SIMPLE OVERCALL
 1-level 7 to + HCP (usually)
 Often 4 cards Very light style
Responses
 New Suit: Forcing NFConst NF
 Jump Raise: Forcing Inv. Weak

JUMP OVERCALL
 Strong Intermediate Weak

OPENING PREAMPTS
 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

cheapest king; baby bw
 vs. Interference: DOPI DEPO Level: D=2st P=2nd

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 x x x
 x x 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 10 9 8 x
 Length Leads:
 4th Best 3rd/5th Best
 A = Att K = count
 Primary signal to partner's leads
 Attitude Count Suit Preference

ROPI

DEFENSIVE CARDING
 vs Suits vs NT
 Standard:
 Except
 A or Q = unblock or count
 Upside-Down Count
 Upside-Down Attitude
FIRST DISCARD
 Lavinthal
 Odd/Even
 vs NT **OTHER CARDING**
 vs Suits vs NT Reverse Smith
 vs Suits vs NT
 Attitude vs NT
 Smith Echo
 Trump Suit Pref.
 Foster Echo

DESCRIBE
 2♦ 22+ to ___ HCP pass = gf x = bust in int
 Strong Other controls to 2S
 2♦ Response: Neg Waiting 6 card suit 3 le
 2♦ 11 to 15 HCP 3H & 3S = GF
 Natural: Weak Intermediate Strong Conv
 2♦ 3 to 10 HCP
 Natural: Weak Intermediate Strong Conv
 2♦ 3 to 10 HCP
 Natural: Weak Intermediate Strong Conv

RESPONSES/REBIDS
 2NT Force New Suit NF
 2NT Force New Suit NF
 2NT Force New Suit NF

NOTRUMP OVERCALLS
 Direct: 15 to 18 Systems on
 Conv.
 Balance: 10 to 14
 Jump to 2NT: Minors 2 Lowest
 Conv.

DEFENSE VS NOTRUMP
 strong
 vs:
 2♦ dia or M/m
 2♦ majors
 2♦ natural
 2♦ natural
 Dbl penalty 4 M + longer m
 Other: 2N = clubs
 3c=min; 3D maj good 2 suiter
OVER OPP'S T/O DOUBLE
 New Suit Forcing: 1-level 2-level
 Redouble implies no fit
 2NT Over Majors Limit + Weak
 Minors
 Other: flip flop

VS OPENING PREAMPT DOUBLE IS
 Takeout thru Penalty
 Conv. Takeout:
 Lebensonh 2NT Response
 Other:

NAMES
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
 12 to 14
 to
 5-Card Major Common
 System On Over
 2♦ Stayman Puppet
 2♦ Transfer to Forcing Stayman
 2♦ Transfer to clubs
 2♦ 2NT diam
 South African transf
 4♦, 4♥ Transfer
 Smolen
 Lebensonh (fast denies)
 Negative Double guaba

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: Bergen 3NT = 4-3-3-3
 1NT: Forcing Semi-forcing
 2NT: Forcing Inv. to
 3NT: 12 to 15
 Drury Reverse 2-Way Fit
 Other: Bergen off passed or interf
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: GF off over inte
 Frequently bypass 4+♦
 1NT/1♣: 6 to 11
 2NT: Forcing Inv. 12 to 14
 3NT: 15 to 17
 Other: inverted off by passed hand

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OTHER CONV CALLS: New Minor Forcing 2-Way NMF
 Weak jump shifts: In Comp. Not In Comp. Weak 2 - X - XX = have suit
 4th Suit Forcing: 1 Round To Game leaping michaels
 McCabe: fit jumps in comp; reverse flannery; wolff relay; sandwi
 transfrs in comp over maj openers & overcalls

SPECIAL CARDING **PLEASE ASK**