



### SPECIAL DOUBLES

After Overcall: Penalty  \_\_\_\_\_  
 Negative  thru 4♥  
 Responsive  : thru 4♥ Maximal   
 Support: Dbl.  thru 2M Redbl   
 Card-showing  Min. Offshape T/O

### NOTRUMP OVERCALLS

Direct: 15+ to 18 Systems on   
 Conv.  \_\_\_\_\_  
 Balancing: 11 to 16  
 Jump to 2NT: Minors  2Lowest   
 Conv.  Range ask. \_\_\_\_\_

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### 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  \_\_\_\_\_

### SIMPLE OVERCALL

1 level 7 to 17 HCP (usually)  
 often 4 cards  very light style

#### Responses

New Suit: Forcing  NF Const  NF   
 Jump Raise: Forcing  Inv.  Weak   
 NSF after 2lvl. Jump Q = Mix

### DEFENSE VS NOTRUMP

vs: Strong \_\_\_\_\_ Weak \_\_\_\_\_  
 2♣ \_\_\_\_\_ ♥ + ♠ \_\_\_\_\_  
 2♦ \_\_\_\_\_ 1Major \_\_\_\_\_  
 2♥ \_\_\_\_\_ ♥ + minor \_\_\_\_\_  
 2♠ \_\_\_\_\_ ♠ + minor \_\_\_\_\_  
 Dbl: \_\_\_\_\_ Penalty \_\_\_\_\_  
 Other after X - if \_\_\_\_\_

### NOTRUMP OPENING BIDS

1NT 14+ to 17  
 \_\_\_\_\_ to \_\_\_\_\_  
 5-card Major common  3♥ 31 5/4  
 System on over X, 2♣, 2♦  
 2♣ Stayman  Puppet   
 2♦ Transfer to ♥  4♦, 4♥ Transfer   
 Forcing Stayman  Smolen   
 2♥ Transfer to ♠  Lebensohl  (TR F denies)  
 2♠ Range ask or ♣ Neg. Double  /natural  
 2NT ♦ accept good Other: Cue bid stayman

2NT 20 to 21  
 Puppet Stayman   
 Transfer Responses:  
 Jacoby  Texas   
 3♠ -> 3N, 4om - next

3NT Gamb to ling  
 no A or K

#### Conventional NT Openings

### JUMP OVERCALL

Strong  Intermediate  Weak

### OVER OPP'S T/O DOUBLE

New Suit Forcing: 1 level  2 level   
 Jump Shift: Forcing  Inv.  Weak   
 Redouble implies no fit

### OPENING PREEMPTS

Sound Light Very Light  
 3/4-bids     
 Conv./Resp. \_\_\_\_\_

2NT Over Limit+ Limit Weak  
 Majors     
 Minors     
 Other Fit Jumps

### MAJOR OPENING

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

### MINOR OPENING

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

#### RESPONSES

Double Raise: Force  Inv.  Weak   
 After Overcall: Force  Inv.  Weak   
 Conv. Raise: 2NT  3NT  Splinter   
 Other: 3♣ mix -3d LR, 3n=(4333)  
 1NT: Forcing  Semi-forcing   
 2NT: Forcing  Inv.  \_\_\_\_\_ to \_\_\_\_\_  
 3NT: \_\_\_\_\_ to \_\_\_\_\_  
 Drury : Reverse  2-Way  Fit   
 Other: Drury off in comp. 2N-C+fit

#### RESPONSES

Double Raise: Force  Inv.  Weak   
 After Overcall: Force  Inv.  Weak   
 Forcing Raise: J/S in other minor   
 Single raise  Other: forcing 3m  
 Frequently bypass 4+♦   
 1NT/1♣ 6 to 10  
 2NT Forcing  Inv.  11 to 12  
 3NT: 13 to 15  
 Other 2♠ Mix, 2♥-weak, Jump om inv

### DIRECT CUEBID

OVER: Minor Major  
 Natural    
 Strong T/O    
 Michaels    
 Natural over 1♣ & 2+1♦

### VS Opening Preempts Double Is

Takeout  thru 4♠ Penalty   
 Conv. Takeout: \_\_\_\_\_  
 Lebensohl 2NT Response   
 Other: leaping michaels

SLAM CONVENTIONS Gerber : 4NT: Blackwood  RKC  1430   
 One Over Keycard, Specific Kings, (Exclusion 0314)

vs Interference: DOPI  DEPO  Level: \_\_\_\_\_ ROPI

### LEADS (circle card led, if not in bold)

versus Suits	versus Notrump
<b>x x</b> x x x x	<b>x x</b> x(x)x x
x x x x x x x x	x x x x(x)x(x)x
(A)K x T 9 x	(A)K J x A Q J x
K Q x K J T x	A J T 9 A T 9 x
Q 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 x

### DEFENSIVE CARDING

vs SUITS vs NT  
 Standard:    
 Except   
 Upside-Down:  
 count    
 attitude

#### FIRST DISCARD

Lavinthal    
 Odd/Even

#### OTHER CARDING

Smith Echo Rev    
 Trump Suit Pref.    
 Foster Echo

#### 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

### PLEASE ASK

### DESCRIBE

### RESPONSES/REBIDS

2♣ <u>22+</u> to _____ HCP Strong <input type="checkbox"/> Other <input type="checkbox"/>	Artificial	2♥, kokish-flip 3♣-3♥
2♦ Resp: Neg <input type="checkbox"/> Waiting <input type="checkbox"/>		3M- sets trump 3N-2nd R control
2♦ <u>5</u> to <u>10</u> HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>		Feature (A/K, or Qjx) 2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>
2♥ <u>5</u> to <u>10</u> HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>		Ogust 2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>
2♠ <u>5</u> to <u>10</u> HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>		Ogust 2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>

### OTHER CONV. CALLS: New Minor Forcing 2-Way NMF forces 2D

Weak Jump Shifts: In Comp.  Not in Comp.

4th Suit Forcing: 1 Rd.  Game

Unusual vs Unusual

Transfers after 1M - X, NEG X, discuss 2N rebids (xfers?)