

SPECIAL DOUBLES

After Overcall: Penalty Negative thru (4♠) Responsive thru (4♦) Maximal Support: Dbl. thru (2♥) Redbl Card-showing Min. Offshape T/O Supp-Dble's=3-card-fit or bal 14-16 poor stop

SIMPLE OVERCALL

1 level 8 to 16 HCP (usually) often 4 cards very light style Responses New Suit: Forcing NFConst NF Jump Raise: Forcing Inv. Weak QB=LR+. Transfer Advances over any Resp-Dble.

JUMP OVERCALL

Strong Intermediate Weak Weak in direct; Intermediate in bal.

OPENING PREEMPTS

Sound Light Very Light 3/4-bids Conv./Resp. 4♣=MiniKey, 4♦=MK ov 3♣, 4♠

DIRECT CUEBID

OVER: Minor Major Natural Strong T/O Michaels (1x)-P-(1y): 4th 1NT, 2x, 2y=nat (unless x=M, =Mich)

SLAM CONVENTIONS Gerber : 4NT: Blackwood RKC 1430

0314 if 4NT on m, and Exclusion. 5NT or other King-ask=Specific-Kings, 5NT answer=2 KeyCards plus void. DFPS/RFPS (i.e., F=First=1or 4). 6 of NewSuit ask 3rd Rnd (Q or xx). LastTrain encourages if no room. vs Interference: DOPI DEPO Level: below/above 5 in our suit ROPI

LEADS (circle card led, if not in bold)

Table with columns for versus Suits and versus Notrump, showing lead patterns for various suits like (X)X, (X)X(X), (A)Kx, etc.

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: 16 to 19 Systems on Conv. Systems OFF over Dble

Balancing: 11 to 15 Jump to 2NT: Minors 2Lowest Conv. Systems OFF over Dble

DEFENSE VS NOTRUMP

vs: 10-15 NT dir 14-18 NT dir+bal 2♣ ♦ or named-M+?m ♣ and a Major 2♦ ♥ xfer ♦ and a Major 2♥ ♥ + ♠ ♥ 2♠ ♠ ♠ Dbl: Pen/Cards 1 mnr or Maj's Other 2NT=♣ xfer, 3♣=m's 2NT=minors 3♦=M's strong. Bal bids = Meckwell - see RHS.

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 Transfers. Sing in Lo, WJS in Hi-rank.

VS Opening Preempts Double Is

Takeout thru 4♥ Penalty Conv. Takeout: 4NT over (4♠)=t/o Lebensohl 2NT Response Other: Over 4♠+above, Dble=Pen with cards

DEFENSIVE CARDING

Standard: Except K from AKx(x) at 4+ level or if supported Known 6+(5 if affordable), Mid=Enc, Hi/Lo=SP Upside-Down: count attitude

FIRST DISCARD

Lavinthal Odd/Even UpsideDown Discards

OTHER CARDING

Smith Echo Trump Suit Pref. Foster Echo

PLEASE ASK

NAMES Ian Findlay (K 250-458-8) Gordon Campbell (L 305-738-0)

GENERAL APPROACH

Weak 1NT, 2/1 FG (CC version as at 2020May20) Two Over One: Game Forcing Game Forcing Except When Suit Rebid VERY LIGHT: Openings 3rd Hand Overcalls Preempts FORCING OPENING: 1♣ 2♣ Natural 2Bids Other

NOTRUMP OPENING BIDS

1NT 11-13 to NV 11½-13½ to Vul 5-card Major common System on over (2♣) only 2♣ Stayman Puppet 2♦ Transfer to ♥ Forcing Stayman 2♥ Transfer to ♠ 2♠ MSS both-m wk or FG 2NT >3♣ either-m wk or FG 3♣ nat IG 3♦ nat IG 3♥ H-sing 3145/3154 FG 3♠ S-sing 1345/1354 FG 4♠=1430, 4♦=M's, 4M=nat 4♦, 4♥ Transfer Smolen Lebensohl (fast denies) Neg. Double ; ov nat (2x)+(3x) Other: Trf-Leb. P1-RN-OT

2NT 19+ to 21

Puppet Stayman Transfer Responses: Jacoby Texas 3♠ >3NT, now 4M=KeyC, 4M=both. 3NT, 4C=trf 3NT Gamble to seat 1,2 4♦=ask. Play in seat 3,4

Conventional NT Openings Aft Stay, 3OM=x-sing FG, 4♦=bal Garb Stay, Texas jump over 2NT.

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: Kokish 2Way-GT. MiniSplinter 7+. 1NT: Forcing Semi-forcing 2NT: Forcing Inv. PH 1♥2♠ to 5-5 m's 3NT: 13-15 to Drury 2♣=3 Drury : Reverse 2-Way Fit Other: 1♥-2♠, 3♠=wk; 1♠-4♥=void, Bart 1M-1NT-2♠

MINOR OPENING

Expected Min. Length 4 3 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: nat FG, 2NT sing-ask Frequently bypass 4+♦ 1NT/1♣ 8-9 to 1♦-3♣=CX ♦-LimR 2NT Forcing Inv. 10-12 to 3NT: 13-15 to 1♠-1♦=3+cd Other 1♣-2♦=CX ♣-LimR; 1m-2M, 3M=wk

DESCRIBE

RESPONSES/REBIDS

Table with columns for Describe and Responses/Rebids, detailing bids like 2♣, 2♦, 2♥, 2♠ and their meanings.

OTHER CONV. CALLS: New Minor Forcing: 2-Way NMF Full XYZ Weak Jump Shifts: In Comp. Not in Comp. No Puppet/Bergen/Flowers. Ingberman. 4th Suit Forcing: 1 Rd. Game 1x-(2M) and 2x-(Dble): 2OM=nat, 2NT+3y=Trf. Trf-Leb ov M-Michs. 4SFG if not XYZ. Aft o/c or bal 1NT-(Dble), all bids=nat, Rdbl=2-suits. 1♠-1♦-1♥-1♠=Trf to C. Mixed 2NT in Comp. 3NT o/c then 2-under. GoodBad 2NT by Opener. Dble of NT's usually Penalty exc. Meckwell. Anti-Michaels/Unusual.