



SPECIAL DOUBLES

After Overcall: **Penalty** _____
 Negative thru 3S
 Responsive : thru 4D Maximal
Support: Dbl. thru 2H Redbl
 Card-showing Min. Offshape T/O

NOTRUMP OVERCALLS

Direct: 15 to 18 Systems on
Conv. _____
Balancing: 10 to 14
 Jump to 2NT: Minors 2Lowest
Conv. _____

NAMES Michael Roche - Daniel Lyder

GENERAL APPROACH

Strong Club - 1st/2nd/3rd non-vul Multi
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 18 HCP (usually)
 often 4 cards very light style
Responses
 New Suit: Forcing NF Const NF
 Jump Raise: Forcing Inv. Weak
 Transfer Advances; Jump Q = LR

DEFENSE VS NOTRUMP

vs: Strong _____ **Weak** _____
 2♣ **Majors** _____ **Majors** _____
 2♦ **1 Major** _____ **Tfr to H** _____
 2♥ **M + m** _____ **Tfr to S** _____
 2♠ **M + m** _____ **1 good minor** _____
 Dbl: **4M + long m** **Penalty** _____
 Other **Balancing PHX = MM or 1m**

NOTRUMP OPENING BIDS

1NT
14 to 16
 _____ to _____
 5-card Major common
 System on over **X & 2C**
 2♣ Stayman Puppet
 2♦ **Transfer to ♥** **4♦, 4♥ Transfer**
Forcing Stayman **Smolen**
 2♥ **Transfer to ♠** **Lebensohl** (**F** denies)
 2♠ **Range Ask/Clubs** **Neg. Double**
 2NT **Diamonds** _____ **Other: Transfer Leb.** _____

2NT 21 to 22
 Puppet Stayman
Transfer Responses:
Jacoby **Texas**
 3♠ **Relay to 3N** _____

3NT 9 to 14
 1 Outside stopper _____

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
2NT Over **Limit+** **Limit** **Weak**
Majors
Minors
 Other **Trfrs after takeout X of 1M**

OPENING PREEMPTS

Sound **Light** **Very Light**
 3/4-bids
Conv./Resp. _____

VS Opening Preempts Double Is

Takeout thru 4H **Penalty**
Conv. Takeout: _____
Lebensohl 2NT Response
 Other: _____

DIRECT CUEBID

OVER: Minor Major
 Natural
 Strong T/O
 Michaels
 Natural over 1C and 0-2 D

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: **2N = LR+**; **1M 3M = Mixed**
1NT: Forcing **Semi-forcing** **PH**
2NT: Forcing Inv. _____ to _____
3NT: _____ to _____
Drury : **Reverse** **2-Way** **Fit**
 Other: **3 H and 3 minor natural inv**
Bart

RESPONSES

Double Raise: Force Inv. **Weak**
 After Overcall: Force Inv. **Weak**
 Forcing Raise: **J/S in other minor**
Single raise **Other: 2S Artificial** _____
 Frequently bypass 4+♦ **Meck 2D**
1NT/1♣ GF(art) to _____
2NT Forcing Inv. 14 to 16
3NT: _____ to _____
 Other **2H NT inv over 1D; 3C Nat** _____

SLAM CONVENTIONS Gerber : 4NT: Blackwood RKC 1430

DIP2 and DOPE: Pre KC: Excl 0314

vs Interference: DOPI DEPO Level: DIP2 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 x(X)(X)x	x(X)(X)x
(A)(K)x T 9)x (A)K J x A Q J)x	A Q J)x
K Q)x K J T)x A J T)9 A T 9)x	A J T)9 A T 9)x
Q J)x K T 9)x (K)Q J x (K)Q T 9	(K)Q J x (K)Q T 9
J T)9 Q T 9)x Q J T x 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

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

LENGTH LEADS:

4th Best vs SUITS vs NT
 3rd/5th Best vs SUITS vs NT
 3rd/even, lowest/odd Attitude vs NT
 2/4 thru declarer when dummy weak

FIRST DISCARD

Lavinthal
 Odd/Even
 Upside down

OTHER CARDING

Smith Echo Rev
 Trump Suit Pref.
 Foster Echo

Primary signal to partner's leads

Attitude Count Suit preference

DESCRIBE

RESPONSES/REBIDS

2♣ <u>10</u> to <u>16</u> HCP Strong <input type="checkbox"/> Other <input type="checkbox"/>	6+ Clubs	2M 1rd F
2♦ Resp: Neg <input type="checkbox"/> Waiting <input type="checkbox"/> 2D asking		2N relay to 3C
2♦ <u>10</u> to <u>16</u> HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	Short in D	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"/>	Weak 2	Ogust
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"/>	Weak 2	2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>

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

Weak Jump Shifts: In Comp. Not in Comp.

4th Suit Forcing: 1 Rd. **Game** **Art responses after 1D (o'call)**

Over their 0-2 1D, 2H = Limited Michaels; 2D/1C = Michaels

Artificial JS over our 1D opener; 2H replaces 2D N/V 1/2/3

2S when using Multi = Good 3D opener; Multi N/V 1/2/3

SPECIAL CARDING PLEASE ASK