

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)

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

LENGTH LEADS:

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

xxx, lead the least confusing. Odd, lead low.
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

vs SUITS vs NT
Standard:
Except
K from AK(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 3♣ nat IG
11½-13½ to Vul 3♦ nat IG
5-card Major common 3♥ H-sing 3145/3154 FG
System on over (2♣) only 3♠ S-sing 1345/1354 FG
2♣ Stayman Puppet 4♠=1430, 4♦=M's, 4M=nat
2♦ Transfer to ♥ 4♦, 4♥ Transfer
Forcing Stayman Smolen
2♥ Transfer to ♠ Lebensohl (fast denies)
2♠ MSS both-m wk or FG Neg. Double ; ov nat (2x)+(3x)
2NT >3♣ either-m wk or FG 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 ♥♦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

2♣ 21-36 <u> </u> to <u> </u> HCP Strong <input checked="" type="checkbox"/> Other <input type="checkbox"/> bal 21+up or 9 trks 2♦ Resp: Neg <input type="checkbox"/> Waiting <input checked="" type="checkbox"/>	2♦=K+, 2♥=no-K. Kokish-Relay. 2♠, 2NT, 3m: 2 of T3H in S, H, m
2♦ 3-9 NV <u> </u> to 5-11 V <u> </u> HCP Weak Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	2NT=bal 15-17 F0, 3♠=art ♦-fit IG+ 2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>
2♥ 3-9 NV <u> </u> to 5-11 V <u> </u> HCP Weak Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	Grade ABC, 3♥=2 of T3H 2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/>
2♠ 3-9 NV <u> </u> to 5-11 V <u> </u> HCP Weak Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	Grade ABC, 3♠=2 of T3H 2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/>

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.