



SPECIAL DOUBLES

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

NOTRUMP OVERCALLS

Direct: 15 to 18 Systems on
 Conv. 2 way and Q
 Balancing: 11 to 14
 Jump to 2NT: Minors 2 Lowest
 Conv. Balancing 2N 19-21 Sys on

NAMES Michael Roche & Eric Shepherd

GENERAL APPROACH

Basic 2/1 & Strong NT
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
 Jump Q = 4 card LR

DEFENSE VS NOTRUMP

vs: Strong _____ Weak _____
 2♣ C+ any _____ Majors _____
 2♦ D + M _____ H _____
 2♥ Majors _____ S _____
 2♠ Natural _____ 1 good minor _____
 Dbl: 1 suit _____ Penalty _____
 Other Direct 2S is weaker than x

NOTRUMP OPENING BIDS

1NT
15 to 17
 _____ to _____
 5-card Major common
 System on over _____
 2♣ Stayman Puppet
 2♦ Transfer to ♥ 4♦, 4♥ Transfer
 Forcing Stayman Smolen After 2N
 2♥ Transfer to ♠ Lebensohl (F denies)
 2♠ Natural _____ Neg. Double 3D
 2NT Natural _____ Other: Baron Corrolary _____

3♣ To play _____
3♦ To play _____
 3♥ natural Slamish _____
 3♠ natural Slamish _____

2NT 20 to 21
 Puppet Stayman
Transfer Responses:
 Jacoby Texas
 3♠ Relay to 3N _____
 1 or 2 minors _____

3NT 1st/2nd to _____
 Gambling _____

Conventional NT Openings
 2N tfr to H then S _____
 is strong 5/5 _____

JUMP OVERCALL

Strong Intermediate Weak
 Balancing Intermediate _____

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 1M X - 2C = good raise

OPENING PREEMPTS

Sound Light Very Light
 3/4-bids
 Conv./Resp. Sound V LKight NV

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 Splitter
 Other: Bergen 3C: 3D = LR. On over raise Other: m+1 JS = GF
 1NT: Forcing Semi-forcing PH
 2NT: Forcing Inv. _____ to _____
 3NT: _____ to _____
 Drury Reverse 2-Way Fit
 2C = 3 2D = 4
 Other: 1S 3H is pre 1H 2S weak

Double Raise: Force Inv. Weak
 After Overcall: Force Inv. Weak
 Forcing Raise: J/S in other minor
 Other: m+1 JS = GF
 Frequently bypass 4+♦
 1NT/1♣ 6 to 10
 2NT Forcing Inv. 11 to 12
 3NT: 13 to 15
 Other 3C/1D = Nat INV

DIRECT CUEBID

OVER: Minor Major
 Natural
 Strong T/O
 Michaels

VS Opening Preempts Double Is

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

SLAM CONVENTIONS Gerber 4NT: Blackwood RKC 1430

Excl KC

Pre KC

vs Interference: DOPI DEPO Level: _____ 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
(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

LENGTH LEADS:

4th Best vs SUITS vs NT
 3rd/5th Best vs SUITS vs NT
 K for count vs Games Attitude vs NT

Primary signal to partner's leads

Attitude Count Suit preference

DEFENSIVE CARDING

vs SUITS vs NT

Standard:

Upside-Down: _____
 count
 attitude

FIRST DISCARD

Lavinthal
 Odd/Even

OTHER CARDING

Smith Echo
 Trump Suit Pref.
 Foster Echo

DESCRIBE

RESPONSES/REBIDS

2♣ _____ to _____ HCP
 Strong Other
 2♦ Resp: Neg Waiting
 2♦ 5 to 10 HCP
 Natural: Weak Intermediate Strong Conv.
 2♥ 5 to 10 HCP
 Natural: Weak Intermediate Strong Conv.
 2♠ 5 to 10 HCP
 Natural: Weak Intermediate Strong Conv.

2H Double Neg
 Kokish
 Feature if max
 2NT Force New Suit NF
 Ogust Non vul
 2NT Force New Suit NF
 Feature if Max vul
 2NT Force New Suit NF

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

Weak Jump Shifts: In Comp. Not in Comp. into 2 of major

4th Suit Forcing: 1 Rd. Game

Fit jumps in Comp; Vs Multi X=T/O of S; 2H = T/O of H

Modified Wolff after 2N jump rebid

Vs Strong Club - X = M M and NT = mm

SPECIAL CARDING

PLEASE ASK