



### SPECIAL DOUBLES

After Overcall: Penalty  \_\_\_\_\_  
 Negative  thru 4H  
 Responsive  : thru 4H 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  2 Lowest   
 Conv.  sand NT if passed hand

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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 8+ to \_\_\_\_\_ HCP (usually)  
 often 4 cards  very light style   
**Responses**  
 New Suit: Forcing  NF Const  NF   
 Jump Raise: Forcing  Inv.  Weak

### DEFENSE VS NOTRUMP

vs: Strong \_\_\_\_\_ Weak \_\_\_\_\_  
 2♣ Both M same \_\_\_\_\_  
 2♦ One M same \_\_\_\_\_  
 2♥ H & m same \_\_\_\_\_  
 2♠ S & m same \_\_\_\_\_  
 Dbl: 4M+longer m Penalty \_\_\_\_\_  
 Other 2N= minors

### NOTRUMP OPENING BIDS

1NT 15 to 17  
 \_\_\_\_\_ to \_\_\_\_\_  
 5-card Major common   
 System on over artX/2c  
 2♣ Stayman  Puppet   
 2♦ Transfer to ♥  4♦, 4♥ Transfer   
 Forcing Stayman  Smolen   
 2♥ Transfer to ♠  Lebensohl  (fast denies)  
 2♠ relay C-2n like \_\_\_\_\_ Neg. Double  3 level \_\_\_\_\_  
 2NT relay D-3c like \_\_\_\_\_ Other: \_\_\_\_\_

2NT 20 to 21  
 Puppet Stayman   
**Transfer Responses:**  
 Jacoby  Texas   
 3♠ MSS \_\_\_\_\_

3NT gamblin to \_\_\_\_\_

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

### 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: \_\_\_\_\_

### RESPONSES

Double Raise: Force  Inv.  Weak   
 After Overcall: Force  Inv.  Weak   
 Forcing Raise: J/S in other minor   
 Single raise  Other: 10+ \_\_\_\_\_

### DIRECT CUEBID

OVER: Minor Major  
 Natural    
 Strong T/O    
 Michaels

### VS Opening Preempts Double Is

Takeout  thru 4H Penalty   
 Conv. Takeout: 4NT=2 suits  
 Lebensohl 2NT Response   
 Other: 8+

**SLAM CONVENTIONS** Gerber : 4NT: Blackwood  RKC  1430   
 spec Kings \* special KC responses over exclusion

Minor suit KC

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    
 Trump Suit Pref.    
 Foster Echo

### LENGTH LEADS:

4th Best vs SUITS  vs NT   
 3rd/5th Best vs SUITS  vs NT   
 A=attitude K=count Attitude vs NT

### Primary signal to partner's leads

Attitude  Count  Suit preference

### SPECIAL CARDING

### PLEASE ASK

### 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: \_\_\_\_\_

### RESPONSES

Double Raise: Force  Inv.  Weak   
 After Overcall: Force  Inv.  Weak   
 Forcing Raise: J/S in other minor   
 Single raise  Other: 10+ \_\_\_\_\_

1NT: Forcing  Semi-forcing

2NT: Forcing  Inv.  \_\_\_\_\_ to \_\_\_\_\_

3NT: 13 to 15

Drury : Reverse  2-Way  Fit

Other: 1H - 2S splinter

Kokish/HSGT

Frequently bypass 4+♦

1NT/1♣ 6 to 10

2NT Forcing  Inv.  11 to 12

3NT: 13 to 15

Other WJS (0-6)

### DESCRIBE

### RESPONSES/REBIDS

2♣ _____ to _____ HCP Strong <input type="checkbox"/> Other <input type="checkbox"/>	2 Lev int -X=0/1	Cntr on over X
2♦ Resp: Neg <input type="checkbox"/> Waiting <input type="checkbox"/> pass=2, 1 up=3+		3 Lev int -X=neg P=pos
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"/>		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"/>		ABC
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"/>		rebid suit 2 top 3
		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.  over minors only

4th Suit Forcing: 1 Rd.  Game

over strong 1C -X=M's, 1NT=minors

dont run outs / checkback stayman