



### SPECIAL DOUBLES

After Overcall: Penalty  \_\_\_\_\_  
 Negative  thru 3S  
 Responsive  : thru 3S Maximal   
 Support: Dbl.  thru 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.  System on over Bal. 1NT

NAMES Desaulniers- Noel

### GENERAL APPROACH

2/1  
**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

### DEFENSE VS NOTRUMP

vs: 15-17 less than 15  
 2♣ C + Higher Long Suit  
 2♦ D + Higher Both Majors  
 2♥ H and S H+ minor  
 2♠ S S+ minor  
 Dbl: 1 Suit Penalty  
 Other \_\_\_\_\_

### NOTRUMP OPENING BIDS

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

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

3NT Gamb to ling \_\_\_\_\_

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. \_\_\_\_\_

### VS Opening Preempts Double Is

2NT Over Limit+ Limit Weak  
 Majors     
 Minors     
 Other \_\_\_\_\_

### DIRECT CUEBID

OVER: Minor Major  
 Natural    
 Strong T/O    
 Michaels

### VS Opening Preempts Double Is

Takeout  thru 4S Penalty   
 Conv. Takeout: \_\_\_\_\_  
 Lebensohl 2NT Response   
 Other: \_\_\_\_\_

SLAM CONVENTIONS Gerber : 4NT: Blackwood  RKC  1430

5NT= Even plus useful void

5NT( forK)= Show specific K's

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

### 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

### 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

### 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  Splitter   
 Other: \_\_\_\_\_

1NT: Forcing  Semi-forcing

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

3NT: \_\_\_\_\_ to \_\_\_\_\_

Drury : Reverse  2-Way  Fit

Other: \_\_\_\_\_

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

Frequently bypass 4+♦

1NT/1♣ 6 to 10

2NT Forcing  Inv.  11 to 12

3NT: \_\_\_\_\_ to 15

Other: \_\_\_\_\_

### DESCRIBE

### RESPONSES/REBIDS

2♣ 19 to 22+ HCP  
 Strong  Other  8.5 tricks  
 2♦ Resp: Neg  Waiting  2H = Bust (no K)

2♦ 5 to 10 HCP  
 Natural: Weak  Intermediate  Strong  Conv.  2NT Force  New Suit NF

2♥ 5 to 10 HCP  
 Natural: Weak  Intermediate  Strong  Conv.  2NT Force  New Suit NF

2♠ 5 to 10 HCP  
 Natural: Weak  Intermediate  Strong  Conv.  2NT Force  New Suit NF

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

Weak Jump Shifts: In Comp.  Not in Comp.  to 2 level

4th Suit Forcing: 1 Rd.  Game

Fit showing jumps by passed hand and in competition

## SPECIAL CARDING

## PLEASE ASK