

**SPECIAL DOUBLES**  
 After Overcall: **Penalty**   
 Negative  thru 3S  
 Responsive:  thru 3H Maximal   
 Support: **Dbi**  thru 3H **Rdbl**   
 Card-showing  Min. Offshape T/O

**SIMPLE OVERCALL**  
 1-level 8 to 15 HCP (usually)  
 Often 4 cards  Very light style   
**Responses**  
 New Suit: Forcing  NFConst  NF   
 Jump Raise: Forcing  Inv.  Weak   
 2-way raises after neg dbl

**JUMP OVERCALL**  
 Strong  Intermediate  Weak

**OPENING PREEMPTS**  
 Sound Light Very Light  
 3/4-bids     
 Conv./Resp. V NV

**DIRECT CUEBID**  
 Over: Minor Major  
 Natural    
 Strong T/O    
 Michaels

**SLAM CONVENTIONS** Gerber  4NT: Blackwood  RKC  1430   
 Gerber 0-1-2-3-4  
 Exclusion blackwood 0-1-2w-2wo  
 vs. Interference: DOPI  DEPO  Level: ROPI

**LEADS** (click 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	10 9 x	A K J x	A Q J x
K Q x	K J 10 x	A J 10 9	A 10 9 8
Q J x	K 10 9 x	K Q J x	K Q 10 9
J 10 x	Q 10 9 x	Q J 10 x	Q 10 9 8
K Q 10 9		J 10 9 x	10 9 8 x

**Length Leads:**  
 4th Best vs Suits  vs NT   
 3rd/5th Best vs Suits  vs NT   
 Attitude vs NT

**NOTRUMP OVERCALLS**  
 Direct: 15 to 18 Systems on   
 Conv. raptor (passed hand only)  
 Balance: 11 to 14  
 Jump to 2NT: Minors  2 Lowest   
 Conv. systems off in balancing

**DEFENSE VS NOTRUMP**  
 vs: pref treatment  
 2♣ H or D & H  
 2♦ S or H & S  
 2♥ C or S & C  
 2♠ 3 suiter w S  
 Dbl D,C&D,C&H,D&S  
 Other: 2N=3 suit w/o S

**OVER OPP'S T/O DOUBLE**  
 New Suit Forcing: 1-level  2-level   
 Redouble implies no fit   
 2NT Over Limit + Limit Weak  
 Majors     
 Minors     
 Other: 2-way raises/Major

**VS OPENING PREEMPT DOUBLE IS**  
 Takeout  thru 4H Penalty   
 Conv. Takeout:  
 Lebensohl 2NT Response   
 Other:

**DEFENSIVE CARDING**  
 Standard:    
 Except   
 suit pref opening lead only  
 Upside-Down Count    
 Upside-Down Attitude    
**FIRST DISCARD**  
 Lavinthal    
 Odd/Even    
**OTHER CARDING**

**NAMES** Bill Koski - Kim Koski

**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

**NOTRUMP OPENING BIDS**

1NT	3♣ puppet	2NT 20 to 21
15 to 17	3♦ 5-5 minors game fc	Puppet Stayman <input checked="" type="checkbox"/>
to	3♥ 5-5 weak <7	<b>Transfer Responses:</b>
5-Card Major Common <input checked="" type="checkbox"/>	3♠ 5-5 strong >13	Jacoby <input checked="" type="checkbox"/> Texas <input checked="" type="checkbox"/>
System On Overdbl & 2c	Weisburger 5-5M inv+	3♠ mss
2♣ Stayman <input checked="" type="checkbox"/> Puppet <input type="checkbox"/>	4♦, 4♥ Transfer <input checked="" type="checkbox"/>	3NT 24 to 25
2♦ Transfer to ♥ <input checked="" type="checkbox"/>	Smolen <input checked="" type="checkbox"/>	<b>Conventional NT Openings</b>
Forcing Stayman <input type="checkbox"/>	Lebensohl <input checked="" type="checkbox"/> (fast denies)	
2♥ Transfer to ♠ <input checked="" type="checkbox"/>	Negative Double <input type="checkbox"/>	
2♠ trans to ♣		
2NT trans to ♦		

**MAJOR OPENING**  
 Expected Min. Length 4 5  
 1st/2nd    
 3rd/4th

**MINOR OPENING**  
 Expected Min. Length 4 3 NF 0-2 Conv.  
 1♣      
 1♦

**RESPONSES**  
 Double Raise: Force  Inv.  Weak   
 After Overcall: Force  Inv.  Weak   
 Conv. Raise: 2NT  3NT  Splinter   
 Other: mini splinters  
 1NT: Forcing  Semi-forcing   
 2NT: Forcing  Inv.  to  
 3NT: 1tr to 5+M  
 Drury  : Reverse  2-Way  Fit   
 Other: Constr raises; 3way drury

**RESPONSES**  
 Double Raise: Force  Inv.  Weak   
 After Overcall: Force  Inv.  Weak   
 Forcing Raise: J/S in other minor   
 Single raise  Other: inv.minors, x-cr  
 Frequently bypass 4+♦   
 1NT/1♣: 6 to 10  
 2NT: Forcing  Inv.  10 to 12  
 3NT: 13 to 15  
 Other: 2-way nmf

**DESCRIBE** **RESPONSES/REBIDS**

2♣ 22 to + HCP or 8 1/2 quick tricks	
Strong <input checked="" type="checkbox"/> Other <input type="checkbox"/>	
2♦ Response: Neg <input type="checkbox"/> Waiting <input checked="" type="checkbox"/>	
2♦ 6 to 10 HCP	2N invite to 3N
Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/>	2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/>
2♥ 6 to 10 HCP	ronf, 2N-shortness
Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/>	2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/>
2♠ 6 to 10 HCP	ronf, 3C-feature
Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/>	2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/>