

**SPECIAL DOUBLES**

After Overcall: Penalty  \_\_\_\_\_  
 Negative  thru 4♥  
 Responsive  : thru 4♥ Maximal   
 Support: Dbl.  thru 2♠ Redbl.   
 Card-showing  Min. Offshape T/O   
Rozenkrantz xx

**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

**JUMP OVERCALL**

Strong  Intermediate  Weak   
Bal. seat 2D/2H/2S=6+ cards, 14-17

**OPENING PREEMPTS**

Sound Light Very Light  
 3/4-bids     
 Conv./Resp. \_\_\_\_\_

**DIRECT CUEBID**

OVER: Minor Major  
 Natural    
 Strong T/O    
 Michaels

**SLAM CONVENTIONS** Gerber : 4NT: Blackwood  RKC  1430   
RKC/Minorwood/Exclusion 0314, +1/+2=ask Q/K (1 or other 2 K's)  
4♣(4D/3C)/W23=5-step KC 0/1/1Q/2/2Q | Gerber 0314 min/max (4N/5x)  
 vs Interference: DOPI  DEPO  Level: Pass=lowest 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

**SPECIAL CARDING**  **PLEASE ASK**

**NOTRUMP OVERCALLS**

Direct: 15 to 18 Systems on   
 Conv.  Bal seat jump 2N=19-20  
 Balancing: 11 to 15  
 Jump to 2NT: Minors  2 Lowest   
Max.  2N=high range

**DEFENSE VS NOTRUMP**

vs: 15+ Meckwell 14- CAPP  
 2♣ ♠ + M 1 suited  
 2♦ ♣ + M 2 + ♠  
 2♥ 5+ 2 + minor  
 2♠ 5+ ♠ 2 + minor  
 Dbl: 1m or 2M's 15+ sys on  
2N=off-opens  
Meckwell Modified DON'T

**OVER OPP'S T/O DOUBLE**

New Suit Forcing: 1 level  2 level   
 Jump Shift: Forcing  Inv.  Weak   
 Redouble implies no fit   
 2NT Over 1 level Level Weak  
 Majors     
 Minors     
 Other: Jordan 1N/2N (8-9/10-12)

**VS Opening Preempts Double Is**

Takeout  thru 4♠ Penalty   
 Conv. Takeout: \_\_\_\_\_  
 Lebensohl 2NT Response   
 Other: Leaping Michaels=GF

NAMES Eric/DvdHu

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**GENERAL APPROACH**

2 Over 1 Game Force (off in competition)

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 15 to 17  
 \_\_\_\_\_ to \_\_\_\_\_  
 5-card Major common   
 System on over X, 2♣  
 2♣ Stayman  Puppet   
 2♦ Transfer to ♥  4♦, 4♥ Transfer   
 Forcing Stayman  Smolen  @3 lcl ^  
 2♥ Transfer to ♠  Lebensohl  (Fast denies)  
 2♠ Range ask or ♣  Neg. Double   
 2NT => m, 3♦ = like ♣  Other: ^ 2M = Invitational

2NT 20 to 21  
 Puppet Stayman   
**Transfer Responses:**  
 Jacoby  Texas   
 3♠ => 3N-4M=6+m  
 3S => 3N-4m=4m+5om  
 3NT 10 to \_\_\_\_\_ +  
Gambling, no side A/K

**Conventional NT Openings**

2N-3♣; 3H=no 4/5M  
 2N-3♣; 3N-4♦♥=46/64♠♥

**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: 2-W Kokish GT, +1=no short  
 1NT: Forcing  Semi-forcing   
 2NT: Forcing  Inv.  13 to \_\_\_\_\_ +  
 3NT: 13 to 15  
 Drury : Reverse  2-Way  Fit   
Reverse Bergen  
 Other: 1-Way Drury on /X

**MINOR OPENING**

NF  
 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: GF, J/S=LR  
 Frequently bypass 4+♦   
 1NT/1♣ 8 to 10  
 2NT Forcing  Inv.  11 to 12  
 3NT: 13 to 15  
 Other: Rev Flann: 2♥=5-9, 2♠=10-11

**DESCRIBE**

**RESPONSES/REBIDS**

2♣ <u>22</u> to _____ HCP Strong <input type="checkbox"/> Other <input type="checkbox"/>	or 8.5+ Tricks	Kokish relay=25+
2♦ Resp: Neg <input type="checkbox"/> Waiting <input type="checkbox"/>		2nd cheapest=Negative
2♦ <u>5</u> to <u>11</u> HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>		McCabe, 2N=Feature 2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>
2♥ <u>5</u> to <u>11</u> HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>		McCabe, 2N=Feature 2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>
2♠ <u>5</u> to <u>11</u> HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>		McCabe, 2N=Feature 2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>

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

Weak Jump Shifts: In Comp.  Not in Comp.  XYZ always on  
 4th Suit Forcing: 1 Rd.  Game  Sandwich 1N on All seats | Wolff S/O  
Un. vs Un. cue high=pd | 1m(1N): 2♣=Both M's, 2♦=>♥, 2♥=>♠  
Vs Prec.(1♣): X=1N, 1N=1 suit, 2x=DONT; (1♦)2♦/2♥=5+♦/Michaels