

SPECIAL DOUBLES
 After Overcall: Penalty _____
 Negative thru 5 H
 Responsive: thru 5 H Maximal
 Support: Dbl thru 2H Rdbl
 Card-showing Min. Offshape T/O

SIMPLE OVERCALL
 1-level 8 to + HCP (usually)
 Often 4 cards Very light style
Responses
 New Suit: Forcing NFConst NF
 Jump Raise: Forcing Inv. Weak

JUMP OVERCALL
 Strong Intermediate Weak

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

vs. Interference: DOPI DEPO Level: 5 our suit ROPI

LEADS (click card led, if not in bold)		DEFENSIVE CARDING	
versus Suits	versus Notrump	vs Suits vs NT	
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 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

Primary signal to partner's leads
 Attitude Count Suit Preference

DEFENSIVE CARDING
 Standard:
 Except
 Upside-Down Count
 Upside-Down Attitude
FIRST DISCARD
 Lavinthal
 Odd/Even
 Reverse Smith Ec
OTHER CARDING
 Smith Echo
 Trump Suit Pref.
 Foster Echo

SPECIAL CARDING PLEASE ASK

NAMES Bill Koski - Don Kersey

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

NOTRUMP OPENING BIDS

1NT	3♣ puppet stayman	2NT 20 to 21
15 to 17	3♦ 5-5 minors strong	Puppet Stayman <input checked="" type="checkbox"/>
to	3♥ 5-5 majors slam	Transfer Responses:
5-Card Major Common <input checked="" type="checkbox"/>	3♠ 5-5 majors game	Jacoby <input checked="" type="checkbox"/> Texas <input checked="" type="checkbox"/>
System On Over 2C&art*		3♠ Puppet to 3N,
2♣ Stayman <input checked="" type="checkbox"/> Puppet <input type="checkbox"/>		Minor(s)
2♦ Transfer to ♥ <input checked="" type="checkbox"/>	4♦, 4♥ Transfer <input checked="" type="checkbox"/>	3NT to
Forcing Stayman <input type="checkbox"/>	Smolen <input checked="" type="checkbox"/>	Broken 8-card minor
2♥ Transfer to ♠ <input checked="" type="checkbox"/>	Lebensohl <input checked="" type="checkbox"/> (fast denies)	Conventional NT Openings
2♠ -> 3C; 3C good	Negative Double <input checked="" type="checkbox"/> 1st	
2NT -> 3D; 3D good	DONT/penalty *	

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: constr raise; BART
 1NT: Forcing Semi-forcing
 2NT: Forcing Inv. 10 to +
 3NT: to
 Drury : Reverse 2-Way Fit
 Other: Mini-splinters, 2 way tries

MINOR OPENING
 Expected Min. Length 4 3 NF 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: Jump shift raise
 Frequently bypass 4+♦
 1NT/1♣: 6 to 10-
 2NT: Forcing Inv. 10+ to 12
 3NT: 13 to 15
 Other:

DESCRIBE	RESPONSES/REBIDS
2♣ to HCP	Kokish
Strong <input checked="" type="checkbox"/> Other <input type="checkbox"/>	
2♦ Response: Neg <input type="checkbox"/> Waiting <input checked="" type="checkbox"/>	
2♦ 6 to 11 HCP	2N invitational
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♥ 6 to 11 HCP	2N=feature?3C=short?
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 11 HCP	2N=feature?3C=short?
Natural: Weak <input 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"/>

OTHER CONV CALLS: New Minor Forcing 2-Way NMF
 Weak jump shifts: In Comp. Not In Comp.
 4th Suit Forcing: 1 Round To Game Ingberman 2NT/4th suit
 Fit jumps in competition/by passed hand; Wolff; Suction/strong C
 Sandwich NT; Unusual v unusual (low=low); Snapdragon