

Sandra and Doug Fraser

SPECIAL DOUBLES
Negative Thru 4♦ Responsive Thru 4♦ Other Doubles: Maximal Thru 3♥
SIMPLE OVERCALL
7 or More HCP (Occ. Light) Responses: New Suit Forcing Jump Cuebid is a Limit Raise Weak Jump Raises Transfer Responses Where Room Otherwise Q = Limit Transfer to Partner's Suit = Const or Better than Limit
JUMP OVERCALLS
Weak Intermediate over Preempts and in Balancing Seat
OPENING PREEMPTS
Multi 2♦ & 2-Under Preempts
Special NAMYATS
DIRECT CUEBID: Mod. Michaels Single Minor Suited & Roman Jumps over Major Weak 2 Bid

DIRECT NT OVERCALLS
15 to 18 HCP Systems on (Exceptions) Jump to 2NT = Disregard Opener OVER NT OPENINGS ♣ shows ♦ or Majors ♦ shows ♥ or Blacks ♥ shows ♠ or Minors ♠ shows ♣ or Reds NT shows Pointed or Rounded Over Strong: Dbl Penalty Oriented In Bal. or by PH = ♣ or Reds Over weak: Dbl = 14+ by UPH Dbl By PH = ♣ or Reds
OVER OPPONENT'S TAKE-OUT DOUBLE
Over Minors: New Suit Forcing @ 1-level; Fit Showing Jumps; Rdbl Implies No Fit; Reverse Dormer Over Majors: Transfers; Fit Showing Jumps Jordan 2NT Redouble = 8-10 bal Pass Followed by Dbl = 10+ & FP
OVER OPPONENT'S PREEMPTS
Dbl is Take-out Thru 4♦; Optional (Take-out Oriented) Higher Lebensohl Over 2-level Natural Bids

2/1 Game Force Special Preempts Strong Forcing Opening: 2♣

NOTRUMP OPENING BIDS	
1NT: 11 to 14 HCP (1st & 2nd) 1NT: 15 to 17 HCP (3rd & 4th) 2♣ is Non-Forcing Stayman 2♦ = Forc (trans) Stayman 3♣ to play Neg. Dbl @ 3-Level Transfer Lebensohl over Single suited Major (Only Known Suit) (FS) Lebensohl over other(FS) unless 2♣ Nat/Capeletti; 2♦ = Forcing Stayman, X = Inv Pass then Bid Suit = Invitational Dbl of Unnatural Bids Creates Forcing Auction	2NT: 19+ to 21 HCP 3NT: Both Minors good hand Jacoby over 2NT Texas over 1NT & 2NT 2NT = Minors Wk/Inv or ♦ Wk Special Runouts over Doubles

MAJOR OPENINGS
1st-2nd Seat: Always 5+ 3rd-4th Seat: Often 4+
RESPONSES
Double Raise: Weak UPH, Limit PH By UPH: 3♦ = Constructive (4 Trumps) 3♣ = Limit Raise (4 Trumps) 2NT = Conventional Raise 3 Other Major = Any Splinter 1NT = Forcing (Special Responses) Reverse Drury: 2♣ = 4-card Limit or Max. Constr. 2♦ = 3-card Limit or Max. Constr. 2NT = Single-Suited Minor

MINOR OPENINGS
1♣ Promises 3+ 1♦ Promises 3+
RESPONSES
Double Raise: Weak UPH, Limit PH By UPH: 2♦ over 1♣ = Limit+ 3♣ over 1♦ = Limit+ May bypass 1♦ Transfers responses to 1♣ 1NT = 8-10 HCP 2NT = 13-15 HCP (asks shortness) By PH: 1NT = 6-10 over 1♦ 2NT = 10 HCP Bal 5-card raise

SLAM CONVENTIONS (response showing 3 or 4 is forcing to slam!)			
1430 Gerber	& Kickback	Special Responses to GSF	1430 RKC Blackwood
Inv Forc Pass	D1P0 R1P0 DEPO	Over Interference	Exclusion Blackwood

LEADS	
vs SUITS	vs NT
Xx xxxx	Xx xxxx
Xxx xxxxx	Xxx xxxxx
AKx T9x	AKJ10 AQJx
KQx KJT9x	AJT9 AT9x
QJx KT9x	KQJx KQT9
JT9 QT9x	KJT9 KT9x
KQT9	QJT9 QT9x
vs 3+level AKx	JT9x T9xx

DEFENSIVE CARDING			
	SUITS	NT	
Standard:			
Suit Pref	x		x
Upside-Down:			
Count	x		x
Attitude	x		x
Odd-Even 1 st x			x
Length leads	3rd & 5th		3rd & 5th
Vs NT A/Q=Att,K=Unblk or Cnt, Rev Smith			

2♣ = Strong: 22 or more HCP, NT Hand or Game Forcing Resp: 2♦ = Waiting with Values GF 2♠ = 8-10 bal 2♦ = weak in either Major or 4-4-4-1 17+ 2♥ = preempt in ♣ 2♠ = preempt in ♦ 2NT response forcing, requests description
OTHER CONVENTIONAL CALLS Fit Showing Jumps by PH & in Comp; NAMYATS; Unsl vs Unsl; Suction over Big Bids (Dbl = Backup); Special Responses to Min-Maj-Raise Auctions; 4th Suit Game Force; Ingberman over Reverses, Mod Wolff/Woolsey over Min-Maj-2NT/1NT

AKx when shifting to a singleton If in doubt as to the meaning of a conventional call - ASK AT YOUR TURN!