

SPECIAL DOUBLES

After Overcall: **Penalty** ☐ \_\_\_\_\_

Negative ☒ thru 4H

Responsive ☒ thru 4D Maximal ☒

Support: Dbl. ☒ thru 2H Redbl ☒

Card-showing ☐ Min. Offshape T/O ☐

SIMPLE OVERCALL

1 level 8 to 16 HCP (usually)

often 4 cards ☐ very light style ☐

UPH Responses

New Suit: Forcing ☒ NFConst ☐ NF ☐

Jump Raise: Forcing ☐ Inv. ☐ Weak ☒

Jump Q = 4+ LR

JUMP OVERCALL

Strong ☐ Intermediate ☒ Weak ☒

UnFav or in BAL

OPENING PREEMPTS

Sound Light Very Light

3/4-bids ☐ ☒ ☐

Conv./Resp. 4C(D) KC Ask (0/1/1w/2/2w)

DIRECT CUEBID

OVER: Minor Major Artif.Bids

Natural ☐ ☐ ☐

Strong T/O ☐ ☐ ☐

Michaels ☒ ☒ ☐

SLAM CONVENTIONS

Gerber ☒ 4NT: Blackwood ☐ RKC ☐ 1430 ☒

Minorwood; EKCB 0314

Specific Kings; Q Ask ==> Cheapest Trump bid denies it

vs Interference: DOPI ☐ DEPO ☒ Level: D1P2 - R1P2 \_\_\_\_\_ ROPI ☐

LEADS (circle 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
<b>A</b> <b>K</b> 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	<b>K</b> 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 ☐

NOTRUMP OVERCALLS

Direct: 15 to 18 Systems on ☒

Conv. ☐ \_\_\_\_\_

Balancing: 11 to 14 \_\_\_\_\_

Jump to 2NT: 2 Lowest ☒ Minors ☐

Conv. ☐ System On; Range Ask

DEFENSE VS NOTRUMP

VS: Strong Weak

2♣ Majors Majors

2♦ One Major One Major

2♥ H + m H + m

2♠ S + m S + m

Dbl: 4M - 5+m 14+ HCP

Other 2NT = a minor PRE

3m = NAT Intermediate

OVER OPP'S T/O DOUBLE

New Suit Forcing: 1 level ☒ 2 level ☒

Jump Shift: Forcing ☐ Inv. ☐ Weak ☐

Redbl implies no fit ☒ Transfer Resp. ☐

2NT Over Limit+ Limit Weak

Majors ☒ Jacoby ☐ UPH ☐

Minors ☒ ☐ ☐

Other \_\_\_\_\_

VS Opening Preempts Double Is

Takeout ☒ thru 4H Penalty ☐

Conv. Takeout \_\_\_\_\_

Lebensohl 2NT Response ☒ \_\_\_\_\_

Other Leaping Michaels

NAMES

Paul Thurston - Nader Hanna

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 15 to 17

5-card Major common ☒

System on over Dbl & 2C

2♣ Stayman ☒ Puppet ☐

2♦ Transfer to ♥ ☒

2♥ Transfer to ♠ ☒

2♠ Trf to C (S/A)

2NT Trf to D (S/A)

3♣ 5+5+ minors - INV

3♦ 5+5+ minors - GF

3♥ 1-3-(4-5)

3♠ 3-1-(4-5)

1NT-2C-2D-4C= 5+5+ Majors

4♦, 4♥ Transfer ☒

Smolen ☒

Lebensohl ☒ (denies)

Neg. Double ☒

Other Delayed Texas Trf

2NT 20 to 21

Puppet Stayman ☐

Transfer Responses:

Jacoby ☒ Texas ☒

3♠ Relay to 3NT for minor suit hands

3NT 1 & 2 to 3 & 4

Gambling To Play

Conventional NT Openings

Garbage Stayman

1NT-(X)-XX Relay to 2C

MAJOR OPENING

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 Bergen (3C=Const., 3D=LR)

1NT: Forcing ☒ Semi-forcing ☐

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

3NT: 13 to 15

Drury ☒ Reverse ☒ 2-Way ☒ Fit ☐

Other HSGT; 1S-3H (UPH) is NAT INV

MINOR OPENING

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 1m-2S=Mixed R

Freq. bypass 4+♦ ☒ Transfer Resp. ☐

1NT/1♣ 8 to 10

2NT Forcing ☒ Inv. ☐ 12+ to 15

3NT: 16 to 17

Other 1D-3C UPH=INV; 1m-2H=11-12 BAL

DESCRIBE

2♣ 22 to + HCP

Very Strong ☐ Other ☐

2♦ Resp: Neg ☐ Waiting ☒

2♦ 5 to 10 HCP

Natural: Weak ☒ Intermediate ☐ Strong ☐ Conv. ☐

2♥ 5 to 10 HCP

Natural: Weak ☒ Intermediate ☐ Strong ☐ Conv. ☐

2♠ 5 to 10 HCP

Natural: Weak ☒ Intermediate ☐ Strong ☐ Conv. ☐

OTHER CONV. CALLS: New Minor Forcing ☐ 2-Way NMF ☒ & Mod Wolff

Weak Jump Shifts: In Comp. ☐ Not in Comp. ☒ Only 1C-2D & 1H-2S By UPH

4th Suit Forcing: 1 Rd. ☐ Game ☒

Unusual vs. Unusual (Lower for Lower); Ingberman after Reverse;

Fit Showing Jumps by PH and in Competition

RESPONSES/REBIDS

2H = 0-4 HCP; 2NT = H

Feature; McCabe; 4C KC Ask

2NT Force ☒ New Suit NF ☐

Feature; McCabe; 4C KC Ask

2NT Force ☒ New Suit NF ☐

Feature; McCabe; 4C KC Ask

2NT Force ☒ New Suit NF ☐

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SPECIAL CARDING ☐ PLEASE ASK