

GENERAL APPROACH
2/1 Game Forcing

TWO OVER ONE: Game Forcing
 LIGHT Openings 3rd Hand
 Forcing Opening 2♣ Other 2♦

NOTRUMP OVERCALLS
Direct: 15+ to 18 Systems on
 Balancing: 11 to 15
 Jump to 2NT: 2lowest

SPECIAL DOUBLES
 After Overcall:
 Negative thru 4♥
 Responsive thru 4♥ Maximal
 Card-Showing

NOTRUMP OPENING BIDS

1NT Weak 5-5
 14 (13+) to 16 3♣ Weak 5-5
 to 3♦ GF 5-5
 5-card Major common 3♥ GF 1-3-4-5 or 1-3-5-4
 System on over 2♣ GF 3-1-4-5 or 3-1-5-4
 2♣ Stayman
 2♦ Transfer to ♠ 4♦ 4♥ Transfer
 2♥ Transfer to ♣ Smolen
 2♠ Transfer to ♠ Lebensohl (fast denies)
 2NT Transfer to ♠ Neg. Double 3 Level
 Other: Conventional NT Openings

DEFENSE VS NOTRUMP

vs: Weak Strong
 2♣ ♥/♠
 2♦ ♦
 2♥ ♥
 2♠ ♠
 Dbi: 14 +HCP 17+HCP or tricks
 Other PH in balancing: DBL = ♥ & ♠
 2♣/♥/♠=Natural

SIMPLE OVERCALL
1 level 7 to 16+ HCP (usually)

Responses
 New Suit: Forcing
 Jump Raise: Const 6 to 9 HCP 4+ trumps
 Fit Showing Jump

JUMP OVERCALL
Intermediate Weak
 in balancing

MAJOR OPENING

Expected Min. Length 4 5
 1♣
 1♦
 3rd/4th

MINOR OPENING

Expected Min. Length 4 3
 1♣
 1♦

OVER OPP'S T/O DOUBLE
New Suit Forcing: 1 level 2 level

2NT Over Limit + Weak
 Majors
 Minors
 Other Fit Showing Jump. Dormer

OPENING PREEMPTS

Sound Light
 3/4-bids
 Conv./Resp. V NV

DIRECT CUEBID
 OVER: Minor Major Artif. Bids

RESPONSES
 Double Raise: Const 6 to 9 HCP, 4♥/♠
 After Overcall: Double Raise: Const 6 to 9 HCP, 5+♣
 Conv. Raise: After Overcall: 4+♦
 Other: 1♥/♠-2♣-3card Int or better or GF
 1NT: Forcing Semi-Forcing
 2NT: Forcing 16+ Balanced
 3NT: 13 to 15 Reverse
 Drury
 Other: FSJ, Splinter

VS Opening Preempts Double Is
 Takeout thru 4♥
 Lebensohl 2NT Response
 Other:

SLAM CONVENTIONS Gerber 4NT: Blackwood RKC 1430
 Opening preempts 2♥/♠ 3♦/♥/♠ 4♣ by resp RKC, except 3♣-4♣
 3♣-4♦ RKC. Resp= 5 steps: 1=0, 2=1 wo Q, 3=1w Q, 4=2 wo Q & 5=2 KC w Q.
 vs Interference: DOPI DEPO Level: at 6 level ROPI

DESCRIBE

2♣ 22+ to HCP Strong 8.5 playing tricks or better.
 2♦ Resp: =Pos. 2♥ = Neg If balanced 22+HCP
 2♥ 15+ to HCP 8 playing tricks, if balanced 28
 Natural Intermediate Strong
 2♥ 5 to 11 HCP NV 5 to 9. V 8 to 11 HCP
 Natural: Weak
 2♠ 5 to 11 HCP NV 5 to 9. V 8 to 11 HCP
 Natural: Weak

DEFENSIVE CARDING
 vs SUITS vs NT

Upside-Down:
 count
 attitude

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
A K x	A K J x	A Q J x	A Q J x
K Q x	K J T x	A J T 9	A I 9 x
Q J x	K I 9 x	K Q J x	K Q T 9
J T x	Q I 9 x	Q J T x	Q I 9 x
K Q T 9	J T 9 x	I 9 x x	I 9 x x

LENGTH LEADS:
 4th Best vs SUITS vs NT

OTHER CONV. CALLS: New Minor Forcing: 4th Suit Forcing: Game

DEF.: Michaels. Unusual 2NT. Math over strong 1♣ & 2♣ opening.

Primary signal to partner's leads
 Attitude