SPECIAL DOUBLES

After Overcall: Penalty ☐ _____
Negative ■ thru _____ 4♠ _____
Responsive ■ : thru __4♠__ Maximal ■
Support: Dbl.■ thru __2♠__ Redbl ■
Card-showing ■ Min. Offshape T/O ☐
Comp, Snapdragon, Tolerance XX

SIMPLE OVERCALL

1 level __7__ to __18__ HCP (usually)
often 4 cards☐ very light style ☐
Responses
New Suit: Forcing ■ NFConst☐ NF☐
Jump Raise: Forcing ■ Inv.☐ Weak ■
Rosler Cue-bids; Fit jumps

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	■	■

Nat if 1m = <3, 2Red jump = Majors

SLAM CONVENTIONS Gerber ■: 4NT: Blackwood ■ RKC ■ 1430 ■

Most 5NT = Pick a slam

RKCB Continuations: 5NT asks specific kings; Trump Q asks
  vs Interference: DOPI ■ DEPO ■ Level: _____ 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	Ⓧxx Ⓧ	xⓍxⓍx
Ⓐ K x	Ⓣ9 x	Ⓐ K J x	Ⓐ Ⓠ J x
Ⓚ Q x	K Ⓙ T x	A Ⓙ T 9	A Ⓣ9 x
Ⓠ J x	K Ⓣ9 x	Ⓚ Q J x	Ⓚ Ⓠ T 9
Ⓙ T 9	Q Ⓣ9 x	Ⓠ J T x	Q Ⓣ9 x
Ⓚ Q T 9		Ⓙ T 9 x	Ⓣ9 x x

LENGTH LEADS:
4th Best vs SUITS☐ vs NT ■
3rd/5th Best vs SUITS ■ vs NT☐
Trump suit preference
A asks attitude; K asks unblock (NT) or count
Primary signal to partner's leads
Attitude ■ Count☐ Suit preference☐

SPECIAL CARDING ☐ PLEASE ASK

NOTRUMP OVERCALLS

Direct: __15__ to __18__ Systems on ■
Conv. ■ 2-Way Stayman: 2C/2X
Balancing: __12__ to __16__
Jump to 2NT: Minors ■ 2 Lowest ☐
Conv.☐ Minors if 1m=<3

DEFENSE VS NOTRUMP

vs:	Strong	Weak/Mini
2♣	4+♣ & 5M	Both majors
2♦	4+♦ & 5M	1 Major
2♥	4♥ & 5+m	♥ & m
2♠	4♠ & 5+m	♠ & m

Dbl: M+M or 1 suit Penalties
Other Pass/Correct responses
in potential suits only

OVER OPP'S T/O DOUBLE

New Suit Forcing: 1 level ■ 2 level ■
Jump Shift: Forcing ■ Inv.☐ Weak☐
Redouble implies no fit

2NT Over	Limit+	Limit	Weak
Majors	■	☐	☐
Minors	■	☐	☐

Other Jump shift = Fit; 2♣ = Raise

VS Opening Preempts Double Is

Takeout ■ thru __4♠__ Penalty ☐
Conv. Takeout: Leaping Michaels
Lebensohl 2NT Response ■
Other: _____

DEFENSIVE CARDING

	vs SUITS	vs NT
Standard:	■	■
Except ☐		

_____

Upside-Down:		
count	☐	☐
attitude	☐	☐

_____

FIRST DISCARD
Lavinthal	☐	☐
Odd/Even	☐	☐

OTHER CARDING
Smith Echo Rev.		■
Trump Suit Pref.	■	
Foster Echo	☐	☐

NAMES Joey Silver - George Mittelman (Canada)

GENERAL APPROACH

2/1 Game Force _____
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☐ Weak Twos

NOTRUMP OPENING BIDS

1NT	
__15__ to __17__	
to	

5-card Major common ■
System on over Dbl/2♣ ■
2♣ Stayman ■ Puppet☐
2♦ Transfer to ♥ ☐
  Forcing Stayman ■
2♥ Transfer to ♠ ■
2♠ To play
2NT Invitational

3♣ Weak, to play
3♦ Weak, to play
3♥ 3=1=(54) GF
3♠ 1=3=(54) GF

4♦ , 4♥ Transfer ■ /2NT
Smolen ■ Over 2NT
Lebensohl ■ (Fast denies)
Neg. Double ■:
Other: Bids after 2♣ = Inv

2NT	__20__ to __21__
Puppet Stayman☐
Transfer Responses:
Jacoby ■ Texas ■
3♠ __Minor slam try__

3NT Solid to Minor
Gambling, no side A/K

Conventional NT Openings

MAJOR OPENING

	Expected Min. Length	4	5
1st/2nd		☐	■
3rd/4th 4M in 3rd		■	☐

RESPONSES

Double Raise: Force☐ Inv. ■ Weak☐
After Overcall: Force☐ Inv. ■ Weak☐
Conv. Raise: 2NT☐ 3NT☐ Splinter ■
Other: 1♥-2♠ & 1♠-3♣
1NT: Forcing ☐ Semi-forcing ■
2NT: Forcing ■ Inv.☐ __13__ to __15__
3NT: __16__ to __17__
Drury ■: Reverse ■ 2-Way☐ Fit ■
Other: 2M = Weakest response

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: 1♣-2♦ ; 1♦-2♠
Frequently bypass 4+♦ ☐
1NT/1♣ __6__ to __10__
2NT Forcing☐ Inv. ■ __11__ to __12__
3NT: __13__ to __15__
Other 1m-2♥ = 5♠+4♥ <inv

DESCRIBE / RESPONSES/REBIDS

2♣	__22__ to __+__ HCP		
	Strong ■ Other ☐	22+ Bal or	2♣-2♦-2♥ = ♥ or bal
	2♦ Resp: Neg☐ Waiting ■	strong in any suit	

2♦	__5__ to __10__ HCP	6♦, no major	2NT = inv, NF
	Natural: Weak ■ Intermediate☐ Strong☐ Conv.☐		2NT Force☐ New Suit NF☐

2♥	__5__ to __10__ HCP	6♥, no 4♠	Ogust responses to 2NT
	Natural: Weak ■ Intermediate☐ Strong☐ Conv.☐		2NT Force☐ New Suit NF☐

2♠	__5__ to __10__ HCP	6♠, no 4♥	Ogust responses to 2NT
	Natural: Weak ■ Intermediate☐ Strong☐ Conv.☐		2NT Force ■ New Suit NF☐

OTHER CONV. CALLS: New Minor Forcing:☐ 2-Way NMF ■ /All NT Rebids
Weak Jump Shifts: In Comp.☐ Not in Comp. ■ Most Jump Shifts = Fit or Inv
4th Suit Forcing: 1 Rd.☐ Game ■ Ingberman over reverses
  If their 1m = <3: Jump to 2♦ or 2♥ = Michaels
Transfers over our natural 2NT, whether opening, overcall, raise or jump
Some penalty passes of redoubles; 2♣ Puppet to 2♦ Over all NT rebids