



### SPECIAL DOUBLES

After Overcall: Penalty  \_\_\_\_\_  
 Negative  thru 4♥  
 Responsive  : thru 4♥ Maximal   
 Support: Dbl.  thru 2♥, 2♠ Redbl   
 Card-showing  Min. Offshape T/O   
 over 2♠ or support xx is optional

### SIMPLE OVERCALL

1 level 7 to 17 HCP (usually)  
 often 4 cards  very light style   
**Responses**  
 New Suit: Forcing  NF Const  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: \_\_\_\_\_ ROPI

### LEADS (circle card led, if not in bold)

versus Suits	versus Notrump
<b>x x</b>	<b>x(x)x</b>
x x(x)	x(x)x(x)
(A)K x	(A)(K)J x
(K)Q x	(K)(Q)J x
(Q)J x	(Q)(J)T x
(J)T 9	(J)(T)9 x
(K)Q T 9	(K)(Q)T 9

### LENGTH LEADS:

4th Best vs SUITS  vs NT   
 3rd/5th Best vs SUITS  vs NT   
 K asks count or unblock, A for Attitude vs NT

### Primary signal to partner's leads

Attitude  Count  Suit preference

### SPECIAL CARDING

### NOTRUMP OVERCALLS

Direct: 15 to 18 Systems on   
 Conv.  \_\_\_\_\_  
 Balancing: 11 to 15(16)  
 Jump to 2NT: Minors  2 Lowest   
 Conv.  (19)20-21 at balanced seat

### DEFENSE VS NOTRUMP

vs: strong weak  
 2♣ both majors both majors  
 2♦ one major one major  
 2♥ ♥+minor ♥+minor  
 2♠ ♠+minor ♠+minor  
 Dbl: 5m+4M Penalty  
 Other 2NT=both minors  
 4th seat 2♦=one M good hand

### 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 transfer response starts 1NT

### VS Opening Preempts Double Is

Takeout  thru 4♥ Penalty   
 Conv. Takeout: \_\_\_\_\_  
 Lebensohl 2NT Response   
 Other: Leaping Michaels

### DEFENSIVE CARDING

Standard:  vs SUITS  vs NT   
 Except   
 Upside-Down: \_\_\_\_\_  
 count    
 attitude

### FIRST DISCARD

Lavinthal    
 Odd/Even

### OTHER CARDING

Smith Echorev    
 Trump Suit Pref.    
 Foster Echo

### PLEASE ASK

NAMES Kai & Alex

### GENERAL APPROACH

two over one game forcing  
**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 14+ to 17  
 to \_\_\_\_\_  
 5-card Major common   
 System on over dbl, 2♣  
 2♣ Stayman  Puppet   
 2♦ Transfer to ♥  4♦, 4♥ Transfer   
 Forcing Stayman  Smolen   
 2♥ Transfer to ♠  Lebensohl  (fast denies)  
 2♠ range ask, or ♣ Neg. Double  cards \_\_\_\_\_  
 2NT ♦ or ♣+♦ wk Other: 2♣ then 2M=light INV

2NT 20 to 21  
 Puppet Stayman   
**Transfer Responses:**  
 Jacoby  Texas   
 3♠ ->3NT

3NT \_\_\_\_\_ to \_\_\_\_\_  
 gambling no A/K

### Conventional NT Openings

### 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: Jacoby, mix raise  
 1NT: Forcing  Semi-forcing   
 2NT: Forcing  Inv.  jb2N to \_\_\_\_\_  
 3NT: \_\_\_\_\_ to \_\_\_\_\_  
 Drury : Reverse  2-Way  Fit   
 Bergen 3♣=mix 3♦=LR,  
 Other: 2♣=2+♣ GF or 3-cd LR10-12

### MINOR OPENING

Expected Min. Length 4 3 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: inverted \_\_\_\_\_  
 Frequently bypass 4+♦   
 1NT/1♣ 7 to 10  
 2NT Forcing  Inv.  11 to 12  
 3NT: 13 to 15  
 Other inveted m, force to 3m

### DESCRIBE

### RESPONSES/REBIDS

DESCRIBE	RESPONSES/REBIDS
2♣ <u>22+</u> to _____ HCP Strong <input type="checkbox"/> Other <input type="checkbox"/> 2♦ Resp: Neg <input type="checkbox"/> Waiting <input type="checkbox"/>	22+ or 9 tricks Kokish
2♦ <u>5</u> to <u>10</u> HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	3♣ nf, 2M forcing 2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>
2♥ <u>5</u> to <u>10</u> HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	3m NF 2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>
2♠ <u>5</u> to <u>10</u> HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	3m NF 2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>

### OTHER CONV. CALLS: New Minor Forcing: 2-Way NMF XYZ

Weak Jump Shifts: In Comp.  Not in Comp.

4th Suit Forcing: 1 Rd.  Game

Usual vs usual, low for low, Ingerman, Criss-cross=constructive, Bart.