

SPECIAL DOUBLES

After Overcall: Penalty  Negative  thru 4H  
Responsive:  thru 2S Maximal   
Support: Dbl  thru 2H Rdbl   
Card-showing  Min. Offshape T/O

SIMPLE OVERCALL

1-level 6 to 16 HCP (usually)  
Often 4 cards  Very light style   
Responses  
New Suit: Forcing  NF Const  NF   
Jump Raise: Forcing  Inv.  Weak   
JQ = mixed

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   
Specific King(s) .0314 Exclusion KC ask  
Keyword Gerber response: 04/1,2,3 after 1nt-4c  
vs. Interference: DOPI  DEPO  Level: 5

LEADS (click card led, if not in bold)

versus Suits	x x x x	x x x x	x x x x	x x x x
versus Notrump	A K x	A K J x	A Q J x	A 10 9 8
	K Q x	K J 10 x	K Q J x	K Q 10 9
	J 10 x	Q 10 9 x	Q J 10 x	Q 10 9 8
	K Q 10 9	J 10 9 8 x	J 10 9 8 x	10 9 8 x
Length Leads:	vs Suits	vs Suits	vs NT	vs NT
4th Best	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
3rd/5th Best	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Primary signal to partner's leads	Attitude <input checked="" type="checkbox"/>	Count <input type="checkbox"/>	Suit Preference <input type="checkbox"/>	Attitude vs NT <input type="checkbox"/>

DEFENSIVE CARDING

Standard:	<input type="checkbox"/>	vs Suits vs NT	<input type="checkbox"/>	<input type="checkbox"/>
Except:	<input type="checkbox"/>			
Upside-Down Count	<input checked="" type="checkbox"/>			
Upside-Down Attitude	<input checked="" type="checkbox"/>			
FIRST DISCARD				
Lavinthal	<input type="checkbox"/>			
Odd/Even	<input type="checkbox"/>			
OTHER CARDING				
Smith Echo	<input type="checkbox"/>			
Trump Suit Pref.	<input type="checkbox"/>			
Foster Echo	<input type="checkbox"/>			

SPECIAL CARDING  PLEASE ASK

NOTRUMP OVERCALLS

Direct: 15 to 18 Systems on  Conv.  
Balance: 11 to 17  
Jump to 2NT: Minors  2 Lowest  Conv.

DEFENSE VS NOTRUMP

vs: Strong 15+ week  
2♣ H+S H+S  
2♦ H or S H or S  
2♥ H+m H+m  
2♠ S+m S+m  
Dbl m5+M4 penalty  
Other: 2NT: both minor

OVER OPP'S T/O DOUBLE

New Suit Forcing: 1-level  2-level   
Redouble implies no fit   
2NT Over Limit + Limit Weak  
Majors    
Minors    
Other:

VS OPENING PREEMPT DOUBLE IS

Takeout  thru 4H Penalty   
Conv. Takeout:  
Lebensohl 2NT Response   
Other: Leaping Michael

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 2NT 20 to 21  
3♣ puppy GF Puppet Stayman   
3♦ 5-5 minor GF  
3♥ 5-4-3-1 H=1 GF  
3♠ 5-4-3-1 S=1 GF  
System On Over  
2♣ Stayman  Puppet   
2♦ Transfer to  4♥ Transfer   
Smolen   
2♥ Forcing Stayman   
2♠ Transfer to  4♠ Transfer   
Lebensohl  (fast denies)  
2♣ range ask or C  
2NTD or week 5-5 m  
Negative Double   
3♠ relay to 3nt  
3nt: S5H4 pick a game  
3NT to gambling, no side 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: Rev Bergen  
1NT: Forcing  Semi-forcing   
2NT: Forcing  Inv.  to  
3NT: to

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: FC one round  
Frequently bypass 4+♦  
1NT/1♣: 6 to 10  
2NT: Forcing  Inv.  11 to 12  
3NT: 13 to 15  
Other: 1d-3c, 1c-2d, 8-10, support

DESCRIBE

2♣+22+ to HCP  
Strong  Other   
2♠ Response: 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  XYZ  
Weak jump shifts: In Comp.  Not In Comp.   
4th Suit Forcing: 1 Round  To Game   
xyz, Ingberman, WOLFF signoff WALSH over 1C, 1D, Rev Flannery(on/X Transfer/1MX).

RESPONSES/REBIDS

2D Waiting  
Kokish  
Ogust  
2NT Force  New Suit NF   
Ogust  
2NT Force  New Suit NF   
Ogust  
2NT Force  New Suit NF   
XYZ

