



NAMES Gitelman/Winestock

GENERAL APPROACH

Precision

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 16 3♣ minors inv
 15 to 17 3♦ majors slam try
 5-card Major common 3♥ good suit inv
 System on over 2♣ & X 3♠ good suit inv
 2♣ Stayman Puppet
 2♦ Transfer to ♥ 4♦, 4♥ Transfer
 Forcing Stayman Smolen
 2♥ Transfer to ♠ Lebensohl (F denies)
 2♠ Size ask or ♣ Neg. Double 2&3 level
 2NT ♦s or minors Other: Mod. Baze

2NT 19 to 21
 Puppet Stayman
Transfer Responses:
 Jacoby Texas
 3♠ xfr to 3N

3NT ____ to ____
 solid major, no outside

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: Mod. Bergen
 1NT: Forcing Semi-forcing
 2NT: Forcing Inv. ____ to ____
 3NT: splinter to ____
 Drury : Reverse 2-Way Fit
 Other: Suit Lead over X

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: ____
 Frequently bypass 4+♦
 1NT/1♣ 5+♥ 12+ to ____
 2NT Forcing Inv. ____ to ____
 3NT: ____ to ____
 Other 2♥=weak majors; 2♠=inv majors

SPECIAL DOUBLES

After Overcall: Penalty ____
 Negative thru ____
 Responsive : thru ____ Maximal
 Support: Dbl. thru ____ Redbl.
 Card-showing Min. Offshape T/O
 Snapdragon

NOTRUMP OVERCALLS

Direct: 15 to 18 Systems on
 Conv. ____
 Balancing: 10 to 16
 Jump to 2NT: Minors 2 Lowest
 Conv. Mod. Rigal

DEFENSE VS NOTRUMP

vs: Strong Weak
 2♣ ♣ & major Majors
 2♦ ♦ & major ♥
 2♥ ♥ ♠
 2♠ ♠ 4♠ & long mi
 Dbl: ♣ or ♦ or majors Penalty
 Other or Str ♠ or Str

SIMPLE OVERCALL

1 level Yes to ____ HCP (usually)
 often 4 cards very light style
Responses
 New Suit: Forcing NF Const NF
 Jump Raise: Forcing Inv. Weak
 Jumpraise=Mixed unless Jump Q avail

JUMP OVERCALL

Strong Intermediate Weak

OPENING PREEMPTS

Sound Light Very Light
 3/4-bids
 Conv./Resp. 4♣=KC; 4♦=KC for ♣

DIRECT CUEBID

OVER: Minor Major
 Natural
 Strong T/O
 Michaels

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 Transfers

VS Opening Preempts Double Is

Takeout thru ____ Penalty
 Conv. Takeout: ____
 Lebensohl 2NT Response
 Other: ____

SLAM CONVENTIONS Gerber : 4NT: Blackwood RKC 1430
 Redwood, Exclusion, Specific Kings

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)(X)	x x x x x	(X)(X)	X(X) X X X
(A)(K)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	(K) 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

DEFENSIVE CARDING

vs SUITS vs NT

Standard:
 Except

Upside-Down:
 count
 attitude

FIRST DISCARD

Lavinthal
 Odd/Even

OTHER CARDING

Smith Echo
 Trump Suit Pref.
 Foster Echo

DESCRIBE

RESPONSES/REBIDS

2♣ <u>10 to 15</u> HCP Strong <input type="checkbox"/> Other <input type="checkbox"/> 2♦ Resp: Neg <input type="checkbox"/> Waiting <input type="checkbox"/>	6+ ♣s	2♦=GF ask 3♣/♦/♥=xfr
2♦ <u>11 to 16</u> HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	0 or 1 ♦	2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>
2♥ <u>5 to 10</u> HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>		RONF; Suit Lead over X 2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>
2♠ <u>5 to 10</u> HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>		RONF; Suit Lead over X 2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>

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

Weak Jump Shifts: In Comp. Not in Comp.
 4th Suit Forcing: 1 Rd. Game
 Serious 3N

SPECIAL CARDING **PLEASE ASK**