



NAMES Darren and Hazel Wolpert

GENERAL APPROACH

Walsh Style

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 3♥ 3♠ 1♥ (5-4)
System on over 2♣, dbl 3♠ 1♠ 3♥ (5-4)
2♣ Stayman Puppet
2♦ Transfer to ♥ 4♦, 4♥ Transfer
Forcing Stayman Smolen
2♥ Transfer to ♠ Lebensohl (Fast denies)
2♠ Range ask or cl Neg. Double
2NT Diam. or 5/5 min Other: _____

2NT 20 to 21
Puppet Stayman
Transfer Responses:
Jacoby Texas
3♠ relay to 3NT to _____

3NT _____ to _____
Conventional NT Openings
Gambling

MAJOR OPENING

Expected Min. Length	4	5
1st/2nd	<input type="checkbox"/>	<input type="checkbox"/>
3rd/4th	<input type="checkbox"/>	<input type="checkbox"/>

RESPONSES

Double Raise: Force Inv. Weak
After Overcall: Force Inv. Weak
Conv. Raise: 2NT 3NT Splitter
Other: _____
1NT: Forcing Semi-forcing PH
2NT: Forcing Inv. _____ to _____
3NT: _____ to _____
Drury : Reverse 2-Way Fit
Other: Bergen dbl - Drury over interfer

MINOR OPENING

Expected Min. Length	4	3	0-2	Conv.
1♣	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
1♦	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

RESPONSES

Double Raise: Force Inv. Weak
After Overcall: Force Inv. Weak
Forcing Raise: J/S in other minor
Single raise Other: JS = limit
Frequently bypass 4+♦
1NT/1♣ _____ 6 _____ to _____ 10 _____
2NT Forcing Inv. _____ 11 _____ to _____ 12 _____
3NT: _____ 13 _____ to _____ 15 _____
Other 2♠ = const raise

SPECIAL DOUBLES

After Overcall: Penalty _____
Negative thru 4♥
Responsive : thru 4♥ Maximal
Support: Dbl. thru 2♥ Redbl
Card-showing Min. Offshape T/O

NOTRUMP OVERCALLS

Direct: 15+ to 18 Systems on
Conv. _____
Balancing: 12 to 16
Jump to 2NT: Minors 2 Lowest
Conv. _____

DEFENSE VS NOTRUMP

vs:
2♣ ♥ & ♠ _____
2♦ 1 major _____
2♥ ♥ & min _____
2♠ ♠ & min _____
Dbl: 4 card Maj. 5+ cd min
Other Dbl = Pen vs wk NT

SIMPLE OVERCALL

1 level 8+ to _____ HCP (usually)
often 4 cards very light style
Responses
New Suit: Forcing NF Const NF
Jump Raise: Forcing Inv. Weak
Jump Q = Mixed Raise

JUMP OVERCALL

Strong Intermediate Weak
inter in Bal. over Preempts

OPENING PREEMPTS

	Sound	Light	Very	Light
3/4-bids	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Conv./Resp.	_____	_____	_____	_____

DIRECT CUEBID

OVER:	Minor	Major
Natural	<input type="checkbox"/>	<input type="checkbox"/>
Strong T/O	<input type="checkbox"/>	<input type="checkbox"/>
Michaels	<input type="checkbox"/>	<input type="checkbox"/>

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 JS = fit showing

VS Opening Preempts Double Is

Takeout thru 4♠ Penalty
Conv. Takeout: _____
Lebensohl 2NT Response
Other: _____

SLAM CONVENTIONS Gerber : 4NT: Blackwood RKC 1430
Specific K's Exclusion 0123

vs Interference: DOPI DEPO Level: _____ Difs rifs _____ 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 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 Rev
Trump Suit Pref.
Foster Echo

SPECIAL CARDING

PLEASE ASK

DESCRIBE RESPONSES/REBIDS

2♣ <u>22+</u> to _____ HCP Strong <input type="checkbox"/> Other <input type="checkbox"/>	Kokish
2♦ Resp: Neg <input type="checkbox"/> Waiting <input type="checkbox"/>	2 hearts = 0 to 3 points (no king)
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"/>	Feature 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"/>	Easy Ogust 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"/>	easy ogust 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

Ingberman, Unusual vs Unusual

Other Suit Stayman, Rev Flannery (4-10 points)

Wolf Sign Off