



SPECIAL DOUBLES

After Overcall: Penalty _____
 Negative thru 3S
 Responsive : thru 4D Maximal
 Support: Dbl. thru 2H Redbl
 Card-showing Min. Offshape T/O
 Snapdragon X for 4th suit

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
 Transfer Advances; Jump Q = LR

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
 natural over 1C and 0-2 D

SLAM CONVENTIONS Gerber : 4NT: Blackwood RKC 1430
 Exclusion (03-14), 4C= preempt KC (0,1w/o, 1 w/, 2w/o, 2w/)

DIP2 4S Kickback for H: Optional Keycard

vs Interference: DOPI DEPO Level: 5 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)
(A)(K)x	(T)9 x
(K)Q x	K(J)T x
(Q)J x	K(T)9 x
(J)T 9	Q(T)9 x
(K)Q T 9	J(T)9 x

LENGTH LEADS:

4th Best vs SUITS vs NT
 3rd/5th Best vs SUITS vs NT
 K lead at game level vs suits for count
 3rd/even lowest from odd 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: 10 to 14
 Jump to 2NT: Minors 2Lowest
 Conv. Range Stayman

DEFENSE VS NOTRUMP

vs: Strong Weak
 2♣ Majors Majors
 2♦ 1 Major Tfr to H
 2♥ M + m Tfr to S
 2♠ M + m 1 good minor
 Dbl: 4M + long m Penalty
 Other _____

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 over 1M X; Fit jumps

VS Opening Preempts Double Is

Takeout thru 4H Penalty
 Conv. Takeout: _____
 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

PLEASE ASK

NAMES Michael Roche - Mike Hargreaves

GENERAL APPROACH

2/1 Transfer Responses to 1C

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
 to _____
 5-card Major common
 System on over X & 2C
 2♣ Stayman Puppet
 2♦ Transfer to ♥ 4♦, 4♥ Transfer
 Forcing Stayman Smolen
 2♥ Transfer to ♠ Lebensohl (F denies)
 2♠ Range Ask Neg. Double Tfr Leb
 2NT Diamonds Other: _____

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

3NT _____ to _____
 Gambling 1st and 2nd

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: 2S/1H = INV; 1M 3M Mixed
 1NT: Forcing Semi-forcing PH
 2NT: Forcing Inv. _____ to _____
 3NT: _____ to _____
 Drury : Reverse 2-Way Fit
 Mod Bergen; 3D/1S = H inv+
 Other: Mod BART after 2C

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: Limit+ by UPH
 Frequently bypass 4+♦
 1NT/1♣ 9 to 11
 2NT Forcing Inv. 14 to 16
 3NT: 17 to 19
 Other 2D Meckwell/ 1C; 2H=NT INV

DESCRIBE RESPONSES/REBIDS

DESCRIBE	RESPONSES/REBIDS
2♣ _____ to _____ HCP Strong <input type="checkbox"/> Other <input type="checkbox"/> 2♦ Resp: Neg <input type="checkbox"/> Waiting <input type="checkbox"/>	2H = Negative Kokish relay; 2S = 8-11 bal 2H = negative; 2N = M
2♦ <u>4</u> to <u>9</u> HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	1 Major usually 6 3C art GF, 3M = P/C 2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>
2♥ <u>9</u> to <u>13</u> HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	Natural - Rev. 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"/>	Natural - Rev. 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. Many fit jumps in Comp

4th Suit Forcing: 1 Rd. Game

Over their 0-2 D, 2H = Limited Michaels; 2D/1C = Michaels

Artificial JS over our 1C and 1D openers; 1m 2S = mixed raise

XYX after 1D/1H/1S; in comp 3M-1 usually mixed raise