



### SPECIAL DOUBLES

After Overcall: Penalty  \_\_\_\_\_  
 Negative  thru 4H  
 Responsive  : thru 4H Maximal   
 Support: Dbl.  thru \_\_\_\_\_ Redbl   
 Card-showing  Min. Offshape T/O   
 equal level conversion X

### SIMPLE OVERCALL

1 level 7 to 17 HCP (usually)  
 often 4 cards  very light style   
**Responses**  
 New Suit: Forcing  NFConst  NF   
 Jump Raise: Forcing  Inv.  Weak

### JUMP OVERCALL

Strong  Intermediate  Weak

### OPENING PREEMPTS

Sound Light Very Light  
 3/4-bids     
 Conv./Resp. 1-2 Vul-sound

### DIRECT CUEBID

OVER: Minor Major  
 Natural    
 Strong T/O    
 Michaels    
 Meckstroth advances; L & NL Michaels

**SLAM CONVENTIONS** Gerber : 4NT: Blackwood  RKC  1430   
 kickback 1430, excl KC in steps-0,1,etc.

**DOPE**  
 vs Interference: DOPI  DEPO  Level: \_\_\_\_\_ ROPI

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

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

### LENGTH LEADS:

4th Best vs SUITS  vs NT   
 3rd/5th Best vs SUITS  vs NT   
 in suit, K ask count, in NT AQ drop or count

### Primary signal to partner's leads

Attitude  Count  Suit preference

### SPECIAL CARDING

### NOTRUMP OVERCALLS

Direct: 15 to 18 Systems on   
 Conv.  expt SWINE runout/X  
 Balancing: 11 to 15  
 Jump to 2NT: Minors  2Lowest   
 Conv.  2C=quantitative stayman

### DEFENSE VS NOTRUMP

vs: strong weak  
 2♣ C+M C+S or MM  
 2♦ D+M D+M  
 2♥ H H  
 2♠ S weak S  
 Dbl: C,D,MM, S X  
 Other/weak 2N=C or good MM  
 /weak 3C=C+H

### 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/X

### 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 Echorev    
 Trump Suit Pref.    
 Foster Echo

### PLEASE ASK

NAMES Mike and Sheldon

### 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 15 to 17  
\_\_\_\_\_ to \_\_\_\_\_  
 5-card Major common   
 System on overart X, 2C  
 2♣ Stayman  Puppet   
 2♦ Transfer to ♥  4♦, 4♥ Transfer   
 Forcing Stayman  Smolen  3 level  
 2♥ Transfer to ♠  Lebensohl  (D denies)  
 2♠ tr to C Neg. Double  3 level  
 2NT tr to D Other: 1N-2D-2H-2S=spl

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

3NT \_\_\_\_\_ to \_\_\_\_\_  
 gambling

### Conventional NT Openings

SWINE runout/real X

### 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: 3D.C=inv; 3 other M-unident s  
 1NT: Forcing  Semi-forcing   
 2NT: Forcing  Inv.  \_\_\_\_\_ to \_\_\_\_\_  
 3NT: \_\_\_\_\_ to \_\_\_\_\_  
 Drury : Reverse  2-Way  Fit   
 Other: 2C=4 cards 7-12 supp pts.  
 inv swiss, Kokish GT, ser 3NT

### 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   
 Other: 10+  
 Frequently bypass 4+♦   
 1NT/1♣ tr to C to \_\_\_\_\_  
 2NT Forcing  Inv.  Jacoby to 16+  
 3NT: 13 to 15  
 Other Transfers/1C and 1m-X, 2S=mix raise

### 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"/>	2D-1+ control GF; 2N-H 2H=no controls
2♦ <u>11</u> to <u>15</u> HCP Flannery Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>
2♥ <u>5</u> to <u>11</u> HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	OGUST if NV, Feat if V 2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>
2♠ <u>5</u> to <u>11</u> HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	3C asks shortness 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  Meckwell/m; Wolff S/O and 2 way Chbk;

Un/Un; TR McCabe/weak 2X; Tr/1M-X; 1D-3C=C invite;

1m-1NT-(2C=MM;D,H,S=nat); 1D opener always distrib

1D opener is always distributional +/-6+