

NAMES Dave Baker / Dave Longstaff

SPECIAL DOUBLES

After Overcall: Penalty _____
Negative thru 4♥
Responsive thru 4♦ Maximal
Support: Dbl. thru 2♥ Redbl.
Card-showing Min. Offshape T/O
Rosenkranz (A or K) Eq Lev Conv.

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
CUE-BID = Limit Raise or Better

JUMP OVERCALL

Strong Intermediate Weak
2♦ over 1♣ = Michaels

OPENING PREEMPTS

Sound Light Very Light
3/4-bids 3rd Seat NV
Conv./Resp. 4♣ asks KC

DIRECT CUEBID

Over EITHER minor:
2♣ = Natural 2♦ = Michaels
Over EITHER major:
Cuebid = Michaels

SLAM CONVENTIONS Gerber 4NT: Blackwood RKC 1430
RKC continuations: next highest = Queen-ask

EXCLUSION RKC **KICKBACK** **5NT asks specific King**

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 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 x
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

* A from even; K from odd * A asks Att; K asks Count

LENGTH LEADS:

4th Best vs SUITS vs NT
3rd/5th Best vs SUITS vs NT
Often 3rd of Prtnr suit Attitude vs NT
Primary signal to partner's leads
Attitude Count Suit preference

NOTRUMP OVERCALLS

Direct: 15 to 18 Systems on
Conv. _____
Balancing: 11 to 15 Sys On
Jump to 2NT: Minors 2 Lowest
Conv. _____

DEFENSE VS NOTRUMP

vs: Strong [Incl 16] Weak [<16]
2♣ Both majors Single suit
2♦ 6+ major ♥ & ♠
2♥ 5+♥ & 4+minor ♥ & a minor
2♠ 5+♠ & 4+minor ♠ & a minor
Dbl 4+ major & 5+ minor Penalty [15+]
Other 2NT = minors

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 2-level NFB; J.S. = splinter

VS Opening Preempts Double Is

Takeout thru 4♥ Penalty
Conv. Takeout: _____
Lebensohl 2NT Response
Other: Leaping Michaels

DEFENSIVE CARDING

vs SUITS vs NT

Standard: Except

Upside-Down: count
attitude

FIRST DISCARD
Lavinthal
Odd/Even
U.D. attitude

OTHER CARDING
Smith Echo
Trump Suit Pref.
Foster Echo

GENERAL APPROACH

STANDARD AMERICAN w/ Forcing Club

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
5-card Major common
System on over DBL, 2♣
2♣ Stayman Puppet 2♣ = Relay to 2♦
2♦ Transfer to ♥ 4♦, 4♥ Transfer
Forcing Stayman Smolen
2♥ Transfer to ♠ Lebensohl (Fast denies)
2♣ Transfer to ♣ Neg. Double 2-level
2NT Transfer to ♦ Other: Serious & Nuisance Super-Accepts to Transfers

2NT see to below

Puppet Stayman

Transfer Responses:

Jacoby Texas

3♠ _____

3NT _____

3NT 10 to 12

Solid 7-8 card minor

Conventional NT Openings

2NT = 5-5 Minors, <10 or 16+

MAJOR OPENING

Expected Min. Length 4 5
1st/2nd
3rd/4th 3rd 4th

RESPONSES

Double Raise: Force Inv. Weak
After Overcall: Force Inv. Weak
Conv. Raise: 2NT 3NT Splinter
Other: 1♣-2NT, 1♥-2♠ = 3+ limit+, Bal.
Other JS = mini-splinter: 8+ HCP
1♥-2NT = mini-splinter in Spades
1NT: Forcing Semi-forcing
2NT: Forcing Inv. 10 to +
3NT: 13 to 15 Denies 3cd supp
Drury Reverse 2-Way Fit

MINOR OPENING

1♣ = 2+, 11+ hcp, forcing 1 round
1♦ = usually 5+

RESPONSES

Double Raise: Force Inv. Weak
After Overcall: Force Inv. Weak
Forcing Raise: J/S in other minor Inv+
Single raise Other: _____
Frequently bypass 4+ ♦
1NT/1♣ 8 to 10 6-10 if P.H.
2NT: Forcing Inv. 10 to 12
3NT: 12 to 15
Other: 1♦/1♣ could be any 0-5 hcp
or multiple hand types w/o diamonds

DESCRIBE

2♣ 18 to ++ HCP
Strong Other
2♦ Resp: Neg Waiting

UNBALANCED

RESPONSES/REBIDS

2♥ = 0-3 HCP, no king
2NT = Hearts
Over interfer: Pass = 4+

2♦ 11 to 15 HCP 3-suits, no 5cd Maj

Natural: Weak Intermediate Strong Conv.

2NT = Artificial, GF

2♥ 5 to 10 HCP 11-14 in 4th seat

Natural: Weak Intermediate Strong Conv.

2NT Force New Suit NF

2♠ 5 to 10 HCP 11-14 in 4th seat

Natural: Weak Intermediate Strong Conv.

Rebids: 3♠=5cd suit; 3♦=5-7

2NT Force New Suit NF

3♥=8-10 bad tr; 3♠=8-10 gd

2NT Force New Suit NF

OTHER CONV. CALLS: New Minor Forcing: 2-Way NMF
Weak Jump Shifts not in Comp. 2M/1♣ 4th Suit Forcing: 1 Round Game
Mod. Kokish after 1♣-1♦ Negative Free Bids thru 3♦ only if 2♥+
Checkback Stayman Meckwell Game Tries
Weak/short suit game tries CRaSh v Strong Club Asking Bids