

## SPECIAL DOUBLES

After Overcall: **Penalty**   
 Negative **■** thru **4H**  
 Responsive **■** : thru **4H** Maximal **■**  
**Support: Dbl.■ thru 2H Redbl.■**  
 Card-showing **■** Min. Offshape T/0

## SIMPLE OVERCALL

1 level **7** to **16** 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.

## DIRECT CUEBID

OVER: Minor Major  
 Natural **□** **□**  
 Strong T/O **□** **□**  
 Michaels **■** **■**

## SLAM CONVENTIONS

Gerber **■**: 4NT: Blackwood  RKC  1430 **■**  
 specific K, 0314 response in exclusion  
 4C/ preempt KC ask: 0,1,1+Q,2,2+Q

vs Interference: DOPI  DEPO **■** Level: **D1P2 5 lev.** ROPI

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

versus Suits **X X X X** versus Notrump **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

## SPECIAL CARDING

## PLEASE ASK

## NOTRUMP OVERCALLS

**Direct:** **15** to **18** Systems on **■**  
**Conv.**   
**Balancing:** **11** to **14/16**  
 Jump to 2NT: Minors  2 Lowest **■**  
**Conv.**  **bal 2N = 19-20**

## DEFENSE VS NOTRUMP

**VS:** strong NT weak NT  
**2♣ Majors** Majors  
**2♦ one Major** one Major  
**2♥ H + minor** H + minor  
**2♠ S + minor** S + minor  
**Dbl:** 5minor4Maj **15+HCP**  
**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**

## VS Opening Preempts Double Is

Takeout **■** thru **4H** **Penalty**   
 Conv. Takeout: **4C/minor = majors**  
**Lebensohl 2NT Response** **■**  
 Other: **Leaping and non leap Michaels**

## DEFENSIVE CARDING

vs SUITS vs NT

Standard:    
 Except   
**A or Q vs. NT -attitude**  
**K vs NT - unblock J or Ct**

Upside-Down:  
 count **■** **■**  
 attitude **■** **■**

## FIRST DISCARD

Laventhal    
 Odd/Even

## OTHER CARDING

Smith Echo rev.  **■**  
 Trump Suit Pref. **■**   
 Foster Echo

**NAMES** Richard Chan/ John Ren



## 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** **14+** to **17** **18** to **21**  
**3♣ puppet** **3♦ Minors GF**  
 5-card Major common **■** **3♥ 3145/54**  
 System on over **X/2C** **3♠ 1345/54**  
**2♣ Stayman** **■ Puppet**   
**2♦ Transfer** **to 3♦** **Forcing Stayman**   
**Smolen** **■** 3 level  
**2♥ Transfer** **to 3♣** **Lebensohl** **■** (fast denies)  
**2♠ Range/transf** **♣** Neg. Double **■**:  
**2NT ♦/minors bust** Other: 2N=SA of major

## 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 **■** Splinter **■**  
 Other: rev. Bergan. 1♥2♠, 1♣3♥ = min Splinter **■** Other: forcing to 3

## 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: rev. Bergan. 1♥2♠, 1♣3♥ = min Splinter **■** Other: forcing to 3

## 1NT: Forcing **■** Semi-forcing **■** BPH

2NT: Forcing **■** Inv.  to   
 3NT:  to   
**Drury** **■**: Reverse  2-Way  Fit   
 Other: ask or help suit game try 1 M-X-transfer from 1N

## DESCRIBE

## RESPONSES/REBIDS

**2♣**  to  HCP  
**Strong** **■** **Other**   
**2♦** Resp: Neg **■** Waiting   
**2♦** 5 to 10 HCP  
 Natural: Weak  Intermediate  Strong  Conv.   
**2♥** 5 to 10 HCP  
 Natural: Weak  Intermediate  Strong  Conv.   
**2♠** 5 to 10 HCP  
 Natural: Weak  Intermediate  Strong  Conv.

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

Weak Jump Shifts: In Comp.  Not in Comp.   
**4th Suit Forcing:** 1 Rd.  Game **■** Unusual vs. unusual (high for high)  
**Wolf's Signoff:** Ingberman; Sandwich NT BPH  
 Mathe vs strong 1C, other minor/NT o/c minor = both majors  
 Rescue/NTX (XX=transfer to ♦, 2♣ = scramble, regular transfers)