

SPECIAL DOUBLES

After Overcall: **Penalty**
 Negative thru (4♣)
 Responsive : thru (4♦) Maximal
 Support: **Dbl.** thru (2♥) **Redbl.**
 Card-showing Min. Offshape T/O
 Supp-Dble's=3-card-fit or bal 14-16 poor stop

SIMPLE OVERCALL

1 level 8 to 16 HCP (usually)
 often 4 cards very light style
Responses
 New Suit: Forcing NFCConst NF
 Jump Raise: Forcing Inv. Weak
 QB=LR+. Transfer Advances over any Resp-Dble.

JUMP OVERCALL

Strong Intermediate Weak
 Weak in direct; Intermediate in bal.

OPENING PREEMPTS

Sound Light Very Light
 3/4-bids
 Conv./Resp. 4♣=MinKey, 4♦=MK ov 3♣, 4♣

DIRECT CUEBID

OVER: Minor Major
 Natural
 Strong T/O
 Michaels
 (1x)-P-(1y): 4th 1NT, 2x, 2y=nat (unless x=M, =Mich.)

SLAM CONVENTIONS Gerber : 4NT: Blackwood RKC 1430

0314 if 4NT on m, and Exclusion. 5NT or other King-ask=Specific-Kings, 5NT answer=2 KeyCards plus void.
 DFPS/RFPS (i.e., F=First=1 or 4). 6 of NewSuit ask 3rd Rnd (Q or xx). LastTrain encourages if no room.

vs Interference: DOP DEPO Level: below/above 5 in our suit 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 (1) 9 x A (K) J x A (1) J x
 (K) Q x K (J) T x A (J) T 9 A (1) 9 x
 (1) J x K (1) 9 x (K) Q J x K (1) T 9
 (J) T 9 Q (1) 9 x (1) J T x Q (1) 9 x
 (K) Q T 9 (J) T 9 x (1) 9 x x

LENGTH LEADS:

4th Best vs SUITS vs NT
 3rd/5th Best vs SUITS vs NT
 Attitude vs NT

xxx, lead the least confusing. Odd, lead low.
Primary signal to partner's leads
 Attitude Count Suit preference

SPECIAL CARDING

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NOTRUMP OVERCALLS

Direct: 16 to 19 Systems on
 Conv. Systems OFF over Dble
Balancing: 11 to 15
 Jump to 2NT: Minors 2 Lowest
 Conv. Systems OFF over Dble

DEFENSE VS NOTRUMP

VS: 10-15 NT dir 14-18 NT dir+bal
 2♣ ♦ or named-M+?m ♣ and a Major
 2♦ ♥ xfer ♦ and a Major
 2♥ ♦ + ♠ ♥
 2♠ ♠ ♠
Dbl: Pen/Cards 1 mnr or Maj's
Other: 2NT=♣ xfer, 3♣=m's 2NT=minors
 3♦=M's strong. Bal bids = Meckwell - see RHS.

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. Sing in Lo, WJS in Hi-rank.

DEFENSIVE CARDING

VS Opening Preempts Double Is
 Takeout thru 4♥ **Penalty**
 Conv. Takeout: 4NT over (4♦)=t/o
 Lebensohl 2NT Response
 Other: Over 4♣+above, Dble=Pen with cards

DEFENSIVE CARDING vs SUITS vs NT

Standard:
 Except
 K from AK(x) at 4+level or if supported
 Known 6+(5 if affordable), Mid=Enc, Hi/Lo=SP

Upside-Down: count
 attitude

FIRST DISCARD
 Lavinthal
 Odd/Even
 UpsideDown Discards

OTHER CARDING
 Smith Echo
 Trump Suit Pref.
 Foster Echo

PLEASE ASK

NAMES Ian Findlay (K 250-458-8) Gordon Campbell (L 305-738-0)

GENERAL APPROACH

Weak 1NT, 2/1 FG (CC version as at 2020May20)

Two Over One: Game Forcing Game Forcing Except When Suit Rebid

VERY LIGHT: Openings 3rd Hand Overcalls Preempts

FORCING OPENING: 1♣ 2♣ Natural 2Bids Other

NOTRUMP OPENING BIDS

1NT
 11-13 to NV 3♣ nat IG
 11½-13½ to Vul 3♦ nat IG
 5-card Major common
 System on over (2♣) only 3♥ H-sing 3145/3154 FG
 2♣ Stayman Puppet 4♣=1430, 4♦=M's, 4M=nat
 2♦ Transfer to ♥ Forcing Stayman
 2♥ Transfer to ♦
 2♠ MSS both-m wk or FG
 2NT >3♣ either-m wk or FG

2NT 19+ to 21

Puppet Stayman

Transfer Responses:

Jacoby Texas

3♣ >3NT, now 4m=KeyC,

4M=both. 3NT, 4C=trf

3NT Gamble to seat 1, 2

4♦=ask. Play in seat 3, 4

Conventional NT Openings

Af Stay, 3OM=x-sing FG, 4♦=bal

Garb Stay, Texas jump over 2NT.

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: Kokish 2Way-GT. MiniSplinter 7+.

1NT: Forcing Semi-forcing

2NT: Forcing Inv. PH 1♦ 2♦ to 5-5 m's

3NT: 13-15 to Drury 2♣=3

Drury Reverse 2-Way Fit

Other: 1♦ 2♣ 3♦=wk; 1♣ 4♦=void, Bart 1M-1NT-2♣

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: nat FG, 2NT sing-ask

Frequently bypass 4+

1NT/1♣ 8-9 to 1♦ 3♣=CX 4♦=LimR

2NT Forcing Inv. 10+12 to

3NT: 13-15 to 1♣ 1♦=3+cd

Other 1♦ 2♣=CX 3♣=LimR; 1m-2M, 3M=wk

DESCRIBE**RESPONSES/REBIDS**

2♣ 21-36 to HCP	Strong <input checked="" type="checkbox"/> Other <input type="checkbox"/> bal 21+up or 9 trks	2♦=K+, 2♥=no-K. Kokish-Relay.
2♦ Resp: Neg <input type="checkbox"/> Waiting <input checked="" type="checkbox"/>		2♣, 2NT, 3m: 2 of T3H in S, H, m
2♦ 3-9 NV to 5-11 V HCP	Weak	2NT=bal 15-17 F0, 3♣=art ♦-fit IG+
Natural: Weak <input checked="" 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♥ 3-9 NV to 5-11 V HCP	Weak	Grade ABC, 3♥=2 of T3H
Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/>	
2♠ 3-9 NV to 5-11 V HCP	Weak	Grade ABC, 3♠=2 of T3H
Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/>	

OTHER CONV. CALLS: New Minor Forcing: 2-Way NMF Full XYZ

Weak Jump Shifts: In Comp. Not in Comp. No Puppet/Bergen/Flowers. Ingberman.

4th Suit Forcing: 1 Rd. Game 1x(2M) and 2x(Dble): 2OM=nat, 2NT+3y=Trf. Trf-Leb ov M-Michs.

4SFG if not XYZ. Aft o/c or bal 1NT-(Dble), all bids=nat, Rdbl=2-suits. 1♦ 1♦ 1♥ 1♠ = Trf to C. Mixed 2NT in Comp.

3NT o/c then 2-under. GoodBad 2NT by Opener. Dble of NT's usually Penalty exc. Meckwell. Anti-Michaels/Unusual.

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