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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 over 2♣
2♣ Stayman Puppet
2♦ Transfer to ♥ 4♦, 4♥ Transfer
Forcing Stayman Smolen inv. 2 & 3
2♥ Transfer to ♠ Lebensohl (fast denies)
2♠ transfert à ♣ Neg. Double
2NT 8-9 pts Other: Double = Lebensohl

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

3NT to
Gambling
Conventional NT Openings

MAJOR OPENING

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

MINOR OPENING

Expected Min. Length 4 3 0-2 Conv.
1♣
1♦

RESPONSES

Double Raise: Force Inv. Weak
After Overcall: Force Inv. Weak
Conv. Raise: 2NT 3NT Splitter
Other: Jacoby = opening hand
1NT: Forcing Semi-forcing 3 & 4
2NT: Forcing Inv. to
3NT: 13 to 15
Drury : Reverse 2-Way Fit
2♣ = 8-11 pts
Other: Bergen = 3♣ = 10-11 ts 3♦ = 8-9 pts

RESPONSES

Double Raise: Force Inv. Weak
After Overcall: Force Inv. Weak
Forcing Raise: J/S in other minor
Single raise Other: 2♠ 8-10
Frequently bypass 4+♦
1NT/1♣ 6 to 10
2NT Forcing Inv. 11 to 12
3NT: 13 to 15
Other:

SPECIAL DOUBLES

After Overcall: Penalty
Negative thru 4♥
Responsive : thru 3♠ Maximal
Support: Dbl. thru 2♠ Redbl
Card-showing Min. Offshape T/O

NOTRUMP OVERCALLS

Direct: 15 to 18 Systems on
Conv.
Balancing: 10 to 14
Jump to 2NT: Minors 2 Lowest
Conv. balancing system-off

DEFENSE VS NOTRUMP

vs: 15-17 Weak
2♣ 2 majors 2 Majors
2♦ Natural Natural
2♥ Natural Natural
2♠ Natural Natural
Dbl: Penalty Opening hand
Other 2nt (2 minors).
Weak no-trump opp = 2nt (2 minors)

SIMPLE OVERCALL

1 level 8 to 16 HCP (usually)
often 4 cards very light style
Responses
New Suit: Forcing NF Const 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
♠ and a minor

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 4♥ Penalty
Conv. Takeout:
Lebensohl 2NT Response
Other:

SLAM CONVENTIONS Gerber : 4NT: Blackwood RKC 1430

No fit = last colour bid
Spécific king (answer) - Gerber 04/1/2/3 (ace)
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
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

DEFENSIVE CARDING

vs SUITS vs NT
Standard:
Except
Upside-Down:
count
attitude

FIRST DISCARD

Lavinthal
Odd/Even
Upside down

OTHER CARDING

Smith Echo
Trump Suit Pref.
Foster Echo

SPECIAL CARDING

PLEASE ASK

DESCRIBE RESPONSES/REBIDS

DESCRIBE	RESPONSES/REBIDS
2♣ <u>22</u> to <u>HCP</u> Strong <input type="checkbox"/> Other <input type="checkbox"/> 2♦ Resp: Neg <input type="checkbox"/> Waiting <input type="checkbox"/>	Control max 2♠ = 3 et +
2♦ <u>6</u> to <u>10</u> HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	Ogust 15 pts 2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>
2♥ <u>6</u> to <u>10</u> HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	Ogust 15 pts 2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>
2♠ <u>6</u> to <u>10</u> HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	Ogust 15 pts 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.
4th Suit Forcing: 1 Rd. Game 1♣ - 1♦ - ♥ - ♠ forcing to game
After 2NT rebid 3♣ Wolff sign-off rebid 3♦ = Checkback staymen
1♥ - 2♠ (weak 1sa (x) xx = Stayman - p. pour le laisser contrer - Enc. est un trans