

<b>SPECIAL DOUBLES</b>	
After Overcall:	Penalty
Negative	thru
Responsive	thru
Support:	Dbl. thru
Card-showing	Min. Offshape T/O
X=Both Major vs Strong	

<b>SIMPLE OVERCALL</b>	
1 level	7 to 17 HCP (usually)
often 4 cards	very light style
Responses	
New Suit: Forcing	NFConst
Jump Raise: Forcing	Inv.
Other	Weak

<b>JUMP OVERCALL</b>	
Strong	Intermediate
4♣,4♦=Leaping Michael	Weak
Conv./Resp.	
<b>OPENING PREEMPTS</b>	
Sound	Light
3/4-bids	Very Light
Conv./Resp.	

<b>DIRECT CUEBID</b>	
OVER: Minor	Major
Natural	
Strong T/O	
Michaels	

<b>SLAM CONVENTIONS</b>	
Gerber	4NT: Blackwood
Specific King Ask;	4m=optionnal minorwood(x,03,14); Exclusion (0314)
Ace&King cuebidding:	3NT non serious
vs Interference:	DOPI
DEPO	Level: 5♥+=DOPE
ROPI	

<b>LEADS</b> (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)
AK(x)	T 9 x
K Q x	K J T x
Q J x	K T 9 x
J T 9	Q T 9 x
K Q T 9	J T 9 x

<b>LENGTH LEADS:</b>	
4th Best	vs SUITS
3rd/5th Best	vs SUITS
A/K = Att/Count	vs NT
vs NT K = Ask to unblock or count	

<b>Primary signal to partner's leads</b>	
Attitude	Count
Suit preference	

<b>NOTRUMP OVERCALLS</b>	
Direct:	15 to 18 Systems on
Conv.	(2x)2NT: 4 suits transfer
Balancing:	11 to 16
Jump to 2NT:	Minors
Conv.	Sandwich only by PH

<b>DEFENSE VS NOTRUMP</b>	
VS:	
2♣	♦ or 1Maj&1Min
2♦	♥ & ♠
2♥	
2♠	
Dbl:	Strong (Syst. OFF)
Other	2NT = ♣ & ♦

<b>OVER OPP'S T/O DOUBLE</b>	
New Suit Forcing:	1 level
	2 level
Jump Shift: Forcing	Inv.
Redouble implies no fit	
2NT Over	Limit+
Majors	Limit
Minors	Weak
Other	1M(X)1NT/2♣=transfer

<b>VS Opening Preempts Double Is</b>	
Takeout	thru
Conv. Takeout:	
Lebensohl 2NT Response	
Other:	Transfer Lebensohl

<b>DEFENSIVE CARDING</b>	
vs SUITS	vs NT
Standard:	
Except	
Upside-Down:	
count	■
attitude	■
<b>FIRST DISCARD</b>	
Laventhal	
Odd/Even	
Upside-Down	■
<b>OTHER CARDING</b>	
Smith Echo U/D	
Trump Suit Pref.	
Foster Echo	

<b>SPECIAL CARDING</b>	
■	PLEASE ASK

NAMES Robert Guerard (6995020) et Chantal Dubé (1268171)



### GENERAL APPROACH

2 over 1 (including 2♣ over 1♦)

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 3♣ Puppet

15 to 17 3♦ 5-5 strong minor

5-card Major common

System on over 2♣

2♣ Stayman Puppet 2♣ than 4♣ = 55xx

2♦ Transfer to 4♦, 4♥ Transfer

Forcing Stayman Smolen

2♥ Transfer to 4♣ (denies)

2♠ Range ask or Neg. Double 4♥

2NT ♣&♦ or ♦

2NT 20 to 21

Puppet Stayman

Transfer Responses:

Jacoby

Texas

3♣ = 3NT; 3♦ = Romex

4♣ = Gerber; 4♦ = T/P

3NT to 4♦ = ask singleton

Conventional NT Openings

3NT = Solid minor

DONT Rescue (Run OUT)

### 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

Forcing Raise: J/S in other minor

Other: Bergen (3♣=11-12, 3♦=8-10)

1NT: Forcing

Semi-forcing

2NT: Forcing

Inv. 11 to 12

3NT: 13 to 15

Other 2♥=54xx, J/S=INV, Single=GF

Frequently bypass 4♦

1NT/1♣ 8 to 10

2NT Forcing

Inv. 11 to 12

3NT: 13 to 15

Other 2♥=54xx, J/S=INV, Single=GF

### DESCRIBE

### RESPONSES/REBIDS

2♣ Strong Other artificial

2♦ Resp: Neg Waiting Kokish over 2♦

X=Weak, Pass=GF

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.

2NT Force

New Suit

NF

OGUST

4♣=WeakRKC

OGUST

4♣=WeakRKC

Natural: Weak

Intermediate

Strong Conv.

2NT Force

New Suit

NF

OGUST

4♣=WeakRKC

OGUST

New Suit

N