



SPECIAL DOUBLES

After Overcall: Penalty _____
 Negative thru 4H
 Responsive : thru 4H Maximal
 Support: Dbl. thru _____ Redbl
 Card-showing Min. Offshape T/O
 equal level conversion X

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

JUMP OVERCALL

Strong Intermediate Weak

OPENING PREEMPTS

Sound Light Very Light
 3/4-bids
 Conv./Resp. 1-2 Vul-sound

DIRECT CUEBID

OVER: Minor Major
 Natural
 Strong T/O
 Michaels
 Meckstroth advances; L & NL Michaels

SLAM CONVENTIONS Gerber 4NT: Blackwood RKC 1430
 kickback 1430, excl KC in steps-0,1,1,2,2

DOPE
 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 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
 Suits K ask count; NT K attitude. AQ power
 Russian leads in suit Attitude vs NT

Primary signal to partner's leads

Attitude Count Suit preference

NOTRUMP OVERCALLS

Direct: 15 to 18 Systems on
 Conv. expt SWINE runout/X
 Balancing: 11 to 15
 Jump to 2NT: Minors 2 Lowest
 Conv. 2C=quantitative stayman

DEFENSE VS NOTRUMP

vs: strong _____ weak _____
 2 **♣** C+M _____ M or MM
 2 **♦** D+M _____ MM good
 2 **♥** H _____ H good
 2 **♠** S weaker _____ S good
 Dbl: m or MM or S X
 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 Tr/X; 1m-x-2NT=GF

VS Opening Preempts Double Is

Takeout thru 4H Penalty
 Conv. Takeout: _____
 Lebensohl 2NT Response
 Other: _____

DEFENSIVE CARDING

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

FIRST DISCARD

Lavinthal
 Odd/Even

OTHER CARDING

Smith Echorev
 Trump Suit Pref.
 Foster Echo

NAMES Mike and Sheldon

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 overart X, 2C
 2 **♣** Stayman Puppet
 2 **♦** Transfer to **♥** 4 **♦**, 4 **♥** Transfer
 Forcing Stayman Smolen 3 level
 2 **♥** Transfer to **♠** Lebensohl (D denies)
 2 **♠** C or size ask _____ Neg. Double 3 lev
 2NT relay to D _____ Other: _____

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

3NT _____ to _____
 gambling _____

Conventional NT Openings

SWINE RO/real X

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 Splitter
 Other: 3D.C=inv; 3 other M-unident s
 1NT: Forcing Semi-forcing
 2NT: Forcing Inv. _____ to _____
 3NT: _____ to _____
 Drury Reverse 2-Way Fit
 Other: 2C=4 cards 7-12 supp pts.
 inv swiss, Kokish GT, ser 3NT

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: 10+
 Frequently bypass 4+
 1NT/1 **♣** _____ 8 _____ to _____ 10
 2NT Forcing Inv. Jacoby to 16+
 3NT: _____ 13 _____ to _____ 15
 Other Transfers/1C and 1m-X, 2S=mix raise

DESCRIBE RESPONSES/REBIDS

DESCRIBE	RESPONSES/REBIDS
2 ♣ <u>22+</u> to _____ HCP Strong <input type="checkbox"/> Other <input type="checkbox"/> 2 ♦ Resp: Neg <input type="checkbox"/> Waiting <input type="checkbox"/>	2D-1+ control; 2N=1M 2H=no controls; 2S=8-11 flat
2 ♦ <u>11</u> to <u>15</u> HCP Flannery Natural: Weak <input 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 ♥ <u>5</u> to <u>11</u> HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	OGUST if NV, Feat if V 2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>
2 ♠ <u>5</u> to <u>11</u> HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	3C asks shortness 2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>

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

Weak Jump Shifts: In Comp. Not in Comp.

4th Suit Forcing: 1 Rd. Game Tr Wolf; 1m-2H=Meckwell

Un/Un; TR McCabe/weak 2X; Tr/1M-X; 1m-2S=mixed raise

1D-3C=C invite; 1C-2D=D invite

SPECIAL CARDING PLEASE ASK