

<p><b>SPECIAL DOUBLES</b></p> <p>Negative Thru 4♦ Responsive Thru 4♦ Other Doubles: Maximal Thru 3♥</p>	<p><b>DIRECT NT OVERCALLS</b></p> <p>15 to 18 HCP Systems on (Exceptions) Jump to 2NT = Disregard Opener OVER NT OPENINGS</p>	<p><i>Sandra and</i></p> <p>2/1 Game Force Strong Forcing NOTRUMP OI</p>
<p><b>SIMPLE OVERCALL</b></p> <p>7 or More HCP (Occ. Light)</p> <p>Responses:</p> <p>New Suit Forcing Jump Cuebid is a Limit Raise Weak Jump Raises Transfer Responses Where Room Otherwise Q = Limit Transfer to Partner's Suit = Const or Better than Limit</p>	<p>♣ shows ♦ or Majors ♦ shows ♥ or Blacks ♥ shows ♠ or Minors ♠ shows ♣ or Reds NT shows Pointed or Rounded Over Strong: Dbl Penalty Oriented In Bal. or by PH = ♣ or Reds Over weak: Dbl = 14+ by UPH Dbl By PH = ♣ or Reds</p>	<p>1NT: 11 to 14 HCP (1st &amp; 2nd) 1NT: 15 to 17 HCP (3rd &amp; 4th) 2♣ is Non-Forcing Stayman 2♦ = Forc (trans) Stayman 2 of Majors 1 3♣ to play 3♦ &amp; 3 of a Major Inv. Neg. Dbl @ 3-Level Transfer Lebensohl over Single suited Lebensohl over other(FS) unless 2♣ N: Pass then Bid Suit = Invitational Dbl of Unnatural Bids Creates Forcing</p>
<p><b>JUMP OVERCALLS</b></p> <p>Weak Intermediate over Preempts and in Balancing Seat</p>	<p><b>OVER OPPONENT'S TAKE-OUT DOUBLE</b></p> <p>Transfers responses to 1♣ 1<sup>st</sup> &amp; 2<sup>nd</sup> Over 1♦ new suit forcing Fit Showing Jumps; Rdbl Implies No Fit; Reverse Dormer Over Majors: Transfers; Fit Showing Jumps Jordan 2NT Redouble = 8-10 bal Pass Followed by Dbl = 10+ &amp; FP</p>	<p><b>MAJOR OPENINGS</b></p> <p>1st-2nd Seat: Always 5+ 3rd-4th Seat: Often 4+ <b>RESPONSES</b> Double Raise: Weak UPH, Limit PH By UPH: 3♦ = Constructive (4 Trumps) 3♣ = Limit Raise (4 Trumps) 2NT = Conventional Raise 3 Other Major = Any Splitter 1NT = Forcing (Special Responses) Reverse Drury: 2♣ = 4-card Limit or Max. Constr. 2♦ = 3-card Limit or Max. Constr. 2NT = Single-Suited Minor 2♣ = Strong: 22 or more HCP, NT Resp: 2♦ = Waiting with Values GF 2♠ = 8 – 10 bal</p>
<p><b>OPENING PREEMPTS</b></p> <p>Multi 2♦ &amp; 2-Under Preempts Special NAMYATS Promises A &amp; 1 loser suit + at least 2<sup>nd</sup> round control in 2 suits Special responses for touching Aces</p> <p><b>DIRECT CUEBID: Mod. Michaels</b> Single Minor Suited &amp; Roman Jumps over Major Weak 2 Bid</p>	<p><b>OVER OPPONENT'S PREEMPTS</b></p> <p>Dbl is Take-out Thru 4♦; Optional (Take-out Oriented) Higher Lebensohl Over 2-level Natural Bids</p>	<p>2♣ = Strong: 22 or more HCP, NT Resp: 2♦ = Waiting with Values GF 2♠ = 8 – 10 bal</p>
<p><b>SLAM CONVENTIONS</b> (response showing 3 or 4 is forcing to slam!)</p> <p>1430 Gerber &amp; Kickback Special Responses to GSF 1430 RKC Blackwood Inv Forc Pass DIP0 R1P0 DEPO Over Interference Exclusion Blackwood</p>		<p><b>2♦ = weak in either Major or 4-4-4-1 17+ 2♥ = preempt in ♣ 2♠ = preempt in ♦ 2NT response forcing.</b></p> <p><b>OTHER CONVEN</b> Fit Showing Jumps by PH &amp; in Comp; NA Bids (Dbl = Backup); Special Responses to Force; Ingberman over Reverses, Mod Wo If in doubt as to the meaning of a conventi</p>
<p><b>LEADS</b></p> <p>vs SUITS vs NT</p> <p>xx xxxx xx xxxx xxx xxxxx xxx xxxxx AKx T9x AKJ10 AQJx KQx KJTx AJT9 AT9x QJx KT9x KQJx KQT9 JT9 QT9x KJT9 KT9x KQT9 QJT9 QT9x vs 3+level AKx JT9x T9xx AKx when shifting to a singleton</p>	<p><b>DEFENSIVE CARDING</b></p> <p>SUITS NT</p> <p>Standard: Suit Pref x x Upside-Down: Count x x Attitude x x Odd-Even 1<sup>st</sup> x x Length leads 3rd &amp; 5th 3rd &amp; 5th Vs NT A/Q=Att,K=Unblk or Cnt, Rev Smith</p>	

## ***Doug Fraser***

**Flight A Teams**

**Opening: 2♣**

**OPENING BIDS**

**2NT: 19+ to 21 HCP**

**3NT: Single Suited Minor (4-level Pre)**

**to play; Jacoby over 2NT**

**Texas over 1NT & 2NT**

**2NT = Minors Wk/Inv or ♦ Wk**

**Major (Only Known Suit) (FS)**

**at/Capeletti**

**Special Runouts over Doubles**

**g Auction**

**MINOR OPENINGS**

**1♣ Promises 3+**

**1♦ Promises 3+**

**RESPONSES**

**Double Raise: Weak UPH, Limit PH**

**By UPH:**

**2♦ over 1♣ = Limit+**

**3♣ over 1♦ = Limit+**

**May bypass 1♦**

**Transfers responses to 1♣ 1<sup>st</sup> & 2<sup>nd</sup>**

**1NT = 8-10 HCP**

**2NT = 13-15 HCP (asks shortness)**

**By PH: 1NT = 6-10 over 1♦**

**2NT = 10 HCP Bal 5-card raise**

**Hand or Game Forcing**

**2♥ denies a control**

**2NT = 5+♥ or ♠, values**

**, requests description**

**ADDITIONAL CALLS**

**LMYATS; Unsl vs Unsl; Suction over Big**

**Min-Maj-Raise Auctions; 4th Suit Game**

**Woolf/Woolsey over Min-Maj-2NT/1NT**

**onal call - ASK AT YOUR TURN!**