

SPECIAL DOUBLES
 After Overcall: Penalty
 Negative thru 4 \heartsuit
 Responsive thru 4 \diamond Maximal
 Support: Dbl. thru 3 \heartsuit Redbl.
 Card-showing Min. Offshape T/O
 Snapdragon Elwell

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
 comp auction, 2NT=4cd LR+ of H/S

JUMP OVERCALL
 Strong Intermediate Weak

OPENING PREEMPTS
 Sound Light Very Light
 3/4-bids
 Conv./Resp. 4 \clubsuit (or 4 \diamond) keycard

DIRECT CUEBID
 OVER: Minor Major
 Natural
 Strong T/O
 Michaels
 Natural vs short minor

SLAM CONVENTIONS Gerber 4NT: Blackwood RKC 1430
 Kickback for Majors Minorwood
 Exclusion Blackwood

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
 (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
 Vs NT, A/Q=attitude, K=count Attitude vs NT

Primary signal to partner's leads
 Attitude Count Suit preference

SPECIAL CARDING

NOTRUMP OVERCALLS
Direct: 15 to 18 Systems on
Conv.
Balancing: 11 to 17
 Jump to 2NT: Minors 2 Lowest
Conv. Range Ask Stayman

DEFENSE VS NOTRUMP
VS:
 2 \clubsuit one minor or Major/minor
 2 \diamond both Majors
 2 \heartsuit
 2 \spadesuit
Dbl: Equal+ hand
Other: 2NT=both minors
 systems on after we DBL

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 Reverse Bergen, Drury

VS Opening Preempts Double Is
 Takeout thru 4 \heartsuit Penalty
 Conv. Takeout:
 Lebensohl 2NT Response
 Other: Leaping Michaels

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

FIRST DISCARD
 Lavinthal
 Odd/Even
OTHER CARDING
 Smith Echo
 Trump Suit Pref.
 Foster Echo

PLEASE ASK

NAMES JUDY HARRIS - JULIE SMITH



GENERAL APPROACH

Two Over One: Game Forcing Game Forcing Except When Suit Rebid
VERY LIGHT: Openings 3rd Hand Overcalls Preempts
FORCING OPENING: 1 \clubsuit 2 \clubsuit Natural 2 Bids Other

NOTRUMP OPENING BIDS

1NT	15 to 17	3 \clubsuit Puppet
	to	3 \diamond ♣&♦ GF
5-card Major common	<input type="checkbox"/>	3 \heartsuit 5 \heartsuit INV
System on overDBL, 2 \clubsuit	<input type="checkbox"/>	3 \spadesuit 5 \spadesuit GF
2 \clubsuit Stayman <input type="checkbox"/> Puppet <input type="checkbox"/>	<input type="checkbox"/>	drop dead Stayman
2 \diamond Transfer to \heartsuit <input type="checkbox"/>	4 \heartsuit , 4 \heartsuit Transfer <input type="checkbox"/>	Forcing Stayman <input type="checkbox"/>
2 \heartsuit Transfer to \spadesuit <input type="checkbox"/>	Smolen <input type="checkbox"/>	Lebensohl <input type="checkbox"/> (denies)
2 \spadesuit trfr to \clubsuit <input type="checkbox"/>	Neg. Double <input type="checkbox"/> 2-3 LVL	2NT trfr to D(or CDwk) <input type="checkbox"/>
2NT trfr to D(or CDwk) <input type="checkbox"/>	Other: 4 \spadesuit = minors	Baze

2NT 20 to 21

Puppet Stayman

Transfer Responses:
 Jacoby Texas
 3 \spadesuit trfr to 3NT
 3NT=5/4 minors

3NT to Gamble (ACOL in 4th)

Conventional NT Openings
 2NT 4 \spadesuit =MSS
 Baze

MAJOR OPENING

Expected Min. Length	4	5
1st/2nd	<input type="checkbox"/>	<input type="checkbox"/>
3rd/4th	<input type="checkbox"/>	<input type="checkbox"/>

RESPONSES

Double Raise: Force Inv. Weak
 After Overcall: Force Inv. Weak
 Conv. Raise: 2NT 3NT Splinter
 Other: Reverse Bergen

1NT: Forcing Semi-forcing

2NT: Forcing Inv. to

3NT: to

Drury Reverse 2-Way Fit

Other: 3NT=preempt w 3 controls
 Spiral, 2-way game tries

MINOR OPENING

Expected Min. Length	4	3	2	Conv.
1 \clubsuit	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
1 \diamond	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

RESPONSES

Double Raise: Force Inv. Weak
 After Overcall: Force Inv. Weak
 Forcing Raise: J/S in other minor
 Single raise Other: 6-10

Frequently bypass 4+ \diamond

1NT/1 \clubsuit 8 to 10

2NT Forcing Inv. 11 to 12

3NT: 13 to 15

Other J/S other minor=LR+

DESCRIBE **RESPONSES/REBIDS**

2 \clubsuit to HCP
 Strong Other
 2 \diamond Resp: Neg Waiting

2 \heartsuit =negative

2 \heartsuit 5 to 11 HCP
 Natural: Weak Intermediate Strong Conv.

Ogust

2 \heartsuit 5 to 11 HCP
 Natural: Weak Intermediate Strong Conv.

Ogust

2 \spadesuit 5 to 11 HCP
 Natural: Weak Intermediate Strong Conv.

Ogust

OTHER CONV. CALLS: New Minor Forcing: 2-Way NMF
 Weak Jump Shifts: In Comp. Not in Comp.

4th Suit Forcing: 1 Rd. Game Unusual vs Unusual

Mathe vs Strong Club Equal Level Conversion

Flannery Defense Sandwich NT PH only 2 \heartsuit /2 \spadesuit reverse flannery over 1m

In a competitive auction, 2NT=4cd LR+ of our Major