

SPECIAL DOUBLES

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

SIMPLE OVERCALL

1 level 5 to 17 HCP (usually)
 often 4 cards very light style
Responses
 New Suit: Forcing NFConst NF
 Jump Raise: Forcing Inv. Weak
 2NT=4+ LR+ Mixed Raises

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

SLAM CONVENTIONS Gerber : 4NT: Blackwood RKC 1430
 Redwood

vs Interference: DOPI DEPO Level: _____ Dope at 6 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 (10) J x
K Q x	K J (10) x	A J (10) 9	A T (9) x
10 J x	K T (9) x	K Q J x	K Q T 9
9 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

SPECIAL CARDING

NOTRUMP OVERCALLS

Direct: 15 to 18 Systems on
 Conv. _____
Balancing: 10 to 14
 Jump to 2NT: Minors 2Lowest
 Conv. _____

DEFENSE VS NOTRUMP

vs: Weak NT ST NT or by PH
 2♣ ♥ + ♠ ♥ + ♠
 2♦ ♥ / ♠ ♥ / ♠
 2♥ ♥ + ♣ / ♦ ♥ + ♣ / ♦
 2♠ ♠ + ♣ / ♦ ♥ + ♣ / ♦
 Dbl: Penalty 4♥/♠ + 5=♣/♦
 Other: 2N=♣ or ♦ 3♣=♣ + ♦
 3♦=art GF 2 suiter

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: 1N -> 2M-1=XFR

VS Opening Preempts Double Is

Takeout thru any Penalty
 Conv. Takeout: _____
 Lebensohl 2NT Response
 Other: 4♣ over 3N asks for hand type

DEFENSIVE CARDING

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

FIRST DISCARD

Lavinthal
 Odd/Even
 Reverse Smith

OTHER CARDING

Smith Echo
 Trump Suit Pref.
 Foster Echo

PLEASE ASK

NAMES

Bob Todd - Doug Fisher

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 12 to 14
 3♣ Puppet
 3♦ GF 5+♣ 5+♦
 3♥ GF 31(45)
 3♠ GF 13(45)
 5-card Major common
 System on over _____
 2♣ Stayman Puppet
 2♦ Transfer to ♥ 4♦, 4♥ Transfer
 Forcing Stayman Smolen
 2♥ Transfer to ♠ Lebensohl (fast denies)
 2♠ Range ask or ♣ Neg. Double runouts
 2NT ♦ or weak ♣ + ♦ Other: after 1N=2♣-2♦

2NT 20 to 21

Puppet Stayman
Transfer Responses:
 Jacoby Texas
 3♠ MSST
 Smolen

3NT _____ to _____
 broken long minor

Conventional NT Openings

XFR Leb-South African transfers
 3♥=5+5+inv 3♠=5+5=GF

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 Splinter
 Other: Mixed Raises 3♣/♦♥ Invitational
 1NT: Forcing Semi-forcing
 2NT: Forcing Inv. _____ to _____
 3NT: 12 to 14
 Drury : Reverse 2-Way Fit
 Other: 1♥-2♠=GF ♥+♠ Gazilli

MINOR OPENING

Expected Min. Length 4 3 ^{NF} 0-2 Conv.
 1♣
 1♦

RESPONSES

Double Raise: Force Inv. Weak
 After Overcall: Force Inv. Weak
 Forcing Raise: J/S in other minor
 Single raise Other: limited criss cross
 Frequently bypass 4+♦
 1NT/1♣ 8 to 10
 2NT Forcing Inv. 11 to 12
 3NT: 13 to 15
 Other: XYZ, Miser, Reverse Flannery

DESCRIBE

RESPONSES/REBIDS

2♣ _____ to _____ HCP Strong <input type="checkbox"/> Other <input type="checkbox"/> 2♦ Resp: Neg <input type="checkbox"/> Waiting <input type="checkbox"/>	2♦=2+ctl 2♠=pos < 2ctl	2♥=neg 2N and higher=XFRs or special
2♦ 5 to 10 HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	Multi	2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>
2♥ 5 to 10 HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	♥ + minor	5+ (4)5+ 2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>
2♠ 5 to 10 HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	♠ + minor	5+ (4)5+ 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. leaping Michaels

4th Suit Forcing: 1 Rd. Game over Gambling 3N, 4♣=M unequal 4♦=M equal