

SPECIAL DOUBLES

After Overcall: Penalty 2OM = NF
Negative thru 4♥
Responsive thru 4♥ Maximal
Support: Dbl. thru 2 of suit Redbl
Card-showing Min. Offshape T/O
Snapdragon x, xx of neg x = 8+, doubleton

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 Cue = mixed raise, FSJ by PH

JUMP OVERCALL

Strong Intermediate Weak
IJO vul in sandwich position

OPENING PREEMPTS

Sound Light Very Light
3/4-bids
Conv./Resp. system over 3♣ (1st, 2nd)

DIRECT CUEBID

OVER: Minor Major Artif. Bids
Natural
Strong T/
Michaels
1♣-2♣ = nat; 1m-2♦ = Michaels

SLAM CONVENTIONS

Gerber : 4NT: Blackwood RKC 1430
Kickback, 4♣ = mod KC over preempts and weak 2's
Exclusion RKC, step responses to Grand Slam Force - 6♣ = worst response
vs Interference: DOPI DEPO Level: 5 of our suit or higher ROPI

LEADS (circle card led, if not in bold)

versus Suits		versus Notrump	
xx	xxx	xx	xxx
xx	xxx	xx	xxx
A Kx	T 9x	A K Jx	A Q Jx
K Qx	K J T x	A J T 9	A T 9x
Q J x	K T 9 x	K Q J x	K Q T 9
J T x	Q T 9 x	Q J T x	Q T 9x
K Q T 9	J T 9 x	T 9 x x	

LENGTH LEADS:

4th Best vs SUITS vs NT
NT: 3rd/5th in partner's suit, Rusinow from 4+
Suit: 3rd/low in a raised suit

Primary signal to partner's leads

Attitude Count Suit Preference

SPECIAL CARDING

NOTRUMP OVERCALLS

Direct: 15 to 18 Systems On
Conv.
Balancing: 11 to 16
Jump to 2NT: Minors 2 Lowest
Conv. 2♣ range ask over 1NT balance

DEFENSE VS NOTRUMP

vs: strong (16) wk (no 16 or 3 NV)
2♣ ♣+M ♥+♠
2♦ ♦+M ♥
2♥ ♥ ♠
2♠ ♠ competitive 4♠+6m
Dbl: Meckwell penalty
Other 2NT->3♣ 2NT = 4♥+6m
wk NT - P - 2♣ play wk NT def by UPH

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 1M Dbl: 1NT thru 2M - 1 = xfers

VS Opening Preempts Double Is

Takeout thru 4♥ Penalty
Conv. Takeout: better minor Lebensohl
Lebensohl 2NT Response
Other: (except if doubler is PH)

DEFENSIVE CARDING

Standard: vs SUITS vs NT
Except

Upside-Down:
count
attitude

FIRST DISCARD

Lavinthal
Odd/Even

OTHER CARDING

Smith Echo
Trump Suit Pref. occasional
Foster Echo

PLEASE ASK

GENERAL APPROACH

Precision

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

14 1NT to 16 1, 2, 3 NV 3♣ puppet stayman
15 to 17 3V, 4 3♦ 5♣5♦ F (3♥ asks LH)
3♥ short ♥
3♠ short ♠
5-card Major common
System on over 2♣ art x
2♣ Stayman Puppet secondary transfers
2♦ Transfer to ♥ 4♦, 4♥ Transfer
Forcing Stayman Smolen
2♥ Transfer to ♠ Lebensohl (fast denies)
2♠ min/max or ♣ Neg. Double
2NT ♦ (step 2 accept) Other: Transfer Lebensohl

2NT 19+ to 21
Puppet Stayman
Transfer Responses:
Jacoby Texas
3♣ 5♣ 4m or minors ♦ > ♣
4♣ = Texas to ♦, 4♣ = 6♣
3NT _____ to _____
solid Major. 4♣ = pls xfer
Conventional NT Openings
Q = stiff, 4-card M, GF
S.African Texas after 2♣-2♦

MAJOR OPENING

Expected Min. Length 4 5
1st/2nd
3rd/4th may be 4 in 3rd
Double Raise: Mixed
After Overcall: Weak
Conv. Raise: 2NT = Limit+ (minors by PH)
Other:

MINOR OPENING

Expected Min. Length 4 3 0-2 Conv.
1♣
1♦
Double Raise: Force Inv. Weak
After Overcall: Force Inv. Weak
Forcing Raise: J/S in other minor
Single raise Other:

1NT: Forcing Semi-forcing
2NT: Forcing Inv. to _____
3NT: _____ to _____
Drury Reverse 2-Way Fit
Other: 1M-2M: OM=nat, 3m = short GT

Frequently bypass 4 + ♦
1NT/1♣ 12+, 5+♥ to _____
2NT Forcing Inv. 14 to +
3NT: _____ to _____
Other: 1♣ 1♦=0-7; 1♥=8-11 <5♣

DESCRIBE

2♣ 10+ to 15 HCP 6+♣
Strong Other
2♦ Resp: Neg. Waiting
2♦ 11 to 15 HCP short ♦ (43)15,4414,4405
Natural: Weak Intermediate Strong Conv.
2♥ 4 to 10- HCP 6♥
Natural: Weak Intermediate Strong Conv.
2♠ 4 to 10- HCP 6♠
Natural: Weak Intermediate Strong Conv.

RESPONSES/REBIDS

2♦ asks, 2NT = ♣ or 2 suits
3♣♦♥ = inv+ transfers
3♦ = Majors, inv
2NT Force New Suit NF
mod OGUST, 4♣ = mod KC
2NT Force New Suit NF
mod OGUST, 4♣ = mod KC
2NT Force New Suit NF

OTHER CONV. CALLS: New Minor Forcing: 2-Way NMF over 1NT
Weak Jump Shifts not in Comp. 1♥-2♣ 4th Suit Forcing: 1 Round Game
All suit length and HCP requirements are approximate, and subject to discretion
Mathe over strong 1♣, 2♣, 2NT, 1♣-P-1♦, Wolff signoff over 2M-2NT & 3M-3NT
Pass Double Inversion on 1♣ auctions; 1♥-1♠-2x-2♠ = FSF; transfers after 1 or 2M Dbl