

SPECIAL DOUBLES

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

SIMPLE OVERCALL

1 level _____ 7 to _____ + HCP (usually)
 often 4 cards very light style
Responses
 New Suit: Forcing NF Const NF
 Jump Raise: Forcing Inv. Weak

JUMP OVERCALL

Strong Intermediate Weak
 (1M) 3♣=oM + ♣; (1m) 3m 55MMstr

OPENING PREEMPTS

Sound Light Very Light
 3/4-bids
 Conv./Resp. _____

DIRECT CUEBID

OVER: Minor Major
 Natural
 Strong T/O
 Michaels
 1c-2c nat 1d(prec)-2d nat, 2h-MM

SLAM CONVENTIONS Gerber : 4NT: Blackwood RKC 1430
 kickback

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
(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 from known
LENGTH LEADS: FROM 47
 4th Best vs SUITS vs NT
 3rd/5th Best vs SUITS vs NT

Suits use T1 suit preference unless A/K lead
Primary signal to partner's leads
 Attitude Count Suit preference

NOTRUMP OVERCALLS

Direct: 14+ to 17 Systems on
 Conv. _____
 Balancing: _____ to _____
 Jump to 2NT: Minors 2Lowest
 Conv. _____

DEFENSE VS NOTRUMP

vs: strong weak
 2♣ c + M c or h + s
 2♦ d + M d + M
 2♥ h h
 2♠ s s
 Dbl: d or MM 14+
 Other vs weak: 3c=c + h
 xxxxxxxx

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 over opp t/o x: transfers

VS Opening Preempts Double Is

Takeout thru _____ Penalty
 Conv. Takeout: _____
 Lebensohl 2NT Response
 Other: x'er uph

DEFENSIVE CARDING

Standard: vs SUITS vs NT
 Except
 Standard carding T1 on A/K lead
 Upside-Down:
 count
 attitude
FIRST DISCARD
 Lavinthal
 Odd/Even

OTHER CARDING
 Smith Echorev
 Trump Suit Pref.
 Foster Echo

SPECIAL CARDING **PLEASE ASK**

NAMES Doug Simson-Jeff Aker



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

1NT
 14 to 16 3♣ wk ♦ or gf ♣
 15 to 17(3V4) 3♦ ♦ short M
 5-card Major common 3♥ 55m short ♠
 System on overart x, 2♣ 3♠ 55m short ♥
 2♣ Stayman Puppet
 2♦ Transfer to ♥ 4♣, 4♥ Transfer
 Forcing Stayman Smolen
 2♥ Transfer to ♠ Lebensohl (tfer denies)
 2♠ size ask or 1m Neg. Double
 2NT puppet stayman Other: _____

2NT 19(20) to 20 (21)
 Puppet Stayman
Transfer Responses:
 Jacoby Texas
 3♠ 1 or 2 minors

3NT _____ to _____
 gambling _____
Conventional NT Openings

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: _____

1NT: Forcing Semi-forcing
 2NT: Forcing Inv. _____ to _____
 3NT: _____ to _____
 Drury : Reverse 2-Way Fit
 3M-1 mixed, 3M-2 3cd unbal limit
 Other: 1♠-3♣=♥ inv

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
 Single raise Other: 1♦-2♦
 Frequently bypass 4+♦
 1NT/1♣ 5+♣ to _____
 2NT Forcing Inv. 12 to 13
 3NT: _____ to _____
 Other 1♦ 2M=5s4+h <inv, inv resp.

DESCRIBE

RESPONSES/REBIDS

2♣ 10 to 15 HCP Strong <input type="checkbox"/> Other <input type="checkbox"/> 2♦ Resp: Neg <input type="checkbox"/> Waiting <input type="checkbox"/>	6+ clubs (5+ 3rd)	2♦ relay, 2M nf 2N wk raise or gf 2suits
2♦ 10 to 15 HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	3415, 4315, 4414, 4405	2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>
2♥ 4 to 10 HCP 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♠ 4 to 10 HCP 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"/>

OTHER CONV. CALLS: New Minor Forcing: 2-Way NMF
 Weak Jump Shifts: In Comp. Not in Comp. 1h-2s
 4th Suit Forcing: 1 Rd. Game
 many transfers in comp: 1d-1M-1n:(1m)3m=strong MM
 1D-3C = minors < inv;