



SPECIAL DOUBLES

After Overcall: Penalty _____
 Negative thru 4♥
 Responsive : thru 3♠ Maximal
 Support: Dbl. thru 2S Redbl
 Card-showing Min. Offshape T/O

NOTRUMP OVERCALLS

Direct: 15 to 18 Systems on
 Conv. sandwich PH only
 Balancing: 11 to 17*
 Jump to 2NT: Minors 2Lowest
 Conv. range ask stayman

NAMES FW 8656681 + CD 3225135 // 07.13.2023

GENERAL APPROACH

2/1 Strong NT
 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

SIMPLE OVERCALL

1 level 8 to 16+ HCP (usually)
 often 4 cards very light style

Responses

New Suit: Forcing NFConst NF
 Jump Raise: Forcing Inv. Weak

DEFENSE VS NOTRUMP

vs: Suction S + W
 2♣ D or H+S
 2♦ H or S+C
 2♥ S or C+D
 2♠ C or D+H
 Dbl: non-touching Penalty
 Other _____

NOTRUMP OPENING BIDS

1NT 14+ to 17
 _____ to _____
 5-card Major common
 System on over X 2♣
 2♣ Stayman Puppet
 2♦ Transfer to ♥ Forcing Stayman
 2♥ Transfer to ♠
 2♠ Transfer to ♣
 2NT Transfer to ♦

2NT 20 to 21
 Puppet Stayman
 Transfer Responses:
 Jacoby Texas
 3♠ = relay to 3NT
 3NT + 5S + 4H
 3NT _____ to _____
 Gambling no side AK

JUMP OVERCALL

Strong Intermediate Weak

OVER OPP'S T/O DOUBLE

New Suit Forcing: 1 level 2 level
 Jump Shift: Forcing Inv. Weak
 Redouble implies no fit

OPENING PREEMPTS

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

2NT Over Limit+ Limit Weak
 Majors
 Minors
 Other _____

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: 13 to 15
 Drury Reverse 2-Way Fit
 On over X and 1H-(1S)
 Other: Jacoby 2NT, Splinters

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: GF-Kriss Kross
 Frequently bypass 4+♦
 1NT/1♣ 7 to 10
 2NT Forcing Inv. 11 to 12
 3NT: 13 to 15
 Other JS other minor = limit raise

DIRECT CUEBID

OVER: Minor Major
 Natural
 Strong T/O
 Michaels

VS Opening Preempts Double Is

Takeout thru 4♥ Penalty
 Conv. Takeout: 4NT over 4♠
 Lebensohl 2NT Response
 Other: _____

SLAM CONVENTIONS Gerber 4NT: Blackwood RKC 1430
 Specific Kings, Minorwood, exclusion (3014). 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	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
 Attitude vs NT

Primary signal to partner's leads

Attitude Count Suit preference

DEFENSIVE CARDING

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

FIRST DISCARD

Lavinthal
 Odd/Even
 UDA

OTHER CARDING

Smith Echo
 Trump Suit Pref.
 Foster Echo

DESCRIBE

RESPONSES/REBIDS

2♣ <u>22</u> to <u>8 1/2</u> HCP Strong <input type="checkbox"/> Other <input type="checkbox"/> 2♦ Resp: Neg <input type="checkbox"/> Waiting <input type="checkbox"/> 2NT = 3 kings	controls, 2♦ = 0-1 2NT = 3 kings	off over suit interference X w/neg, pass w/po kokish over
2♦ <u>5</u> to <u>10</u> HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	OGUST	2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>
2♥ <u>5</u> to <u>10</u> HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	OGUST	(3h good hand bad suit) 2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>
2♠ <u>5</u> to <u>10</u> HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	OGUST	(3h good hand bad suit) 2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>

OTHER CONV. CALLS: New Minor Forcing 2-Way NMF Xyz

Weak Jump Shifts: In Comp. Not in Comp.

4th Suit Forcing: 1 Rd. Game

Spiral (2S is ask for H) - 3 min 3 max 4 min 4 max, Kokish game tries

Un vs un

SPECIAL CARDING

PLEASE ASK