

SPECIAL DOUBLES
 Negative thru 3D thru 4D + _____
 Responsive thru _____ Maximal _____
 Support: Dbl. thru 2C Redbl _____
 Card-showing Min. Offshape T/O _____

SIMPLE OVERCALL
 1 level _____ to 18 HCP (Usually)
 Often 4 cards very light style
Responses
 New Suit: Forcing NFConst NF _____
 Jump Raise: Forcing Inv. Weak _____
 Jump CUE=mixed raise

JUMP OVERCALL
 Strong Intermediate Weak _____

OPENING PREEMPTS
 Sound Light Very Light
 3/4-bids
 Conv./Resp. new suit=F1:
 /4M: new suit=ASK

DIRECT CUEBID
 OVER: Minor Major Artif. Bids
 Natural
 Strong T/O
 Michaels

SLAM CONVENTIONS Gerber 4NT: Blackwood RKC 1430
 Exclusion (KCB): Last Train; Slow Arrival; lots of splinters, auto-splinters; Kaplan Control
 6KCB; cheapest=weakest to GSF(5NT)
 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
(A)Kx	T 9 x	AKJ x	AQJ x
KQx	KJ T x	AJT 9	AT 9 x
QJ x	KT 9 x	KQJ x	KQT 9
J T x	QT 9 x	QJT x	QT 9 x
KQT 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 **PLEASE ASK**

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

DEFENSE VS NOTRUMP
 vs: all _____
 2 A ANY 1-suiter _____
 2 B majors _____
 2 C C + minor _____
 2 D D + minor _____
 Dbl: PEN _____
 Other: _____

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: Double jump in new suit=SPL

VS Opening Preempts Double Is
 Takeout thru 4D Penalty
 Conv. Takeout _____
 Lebensohl 2NT Response
 Other: _____

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

NAMES #
GENERAL APPROACH
 Bridge World Standard 2001
TWO OVER ONE: Game Forcing Game Forcing Except When Suit Rebid
VERY LIGHT: Openings 3rd Hand Overcalls Preempts
FORCING OPENING: 1A 2A Natural 2 Bids Other _____

NOTRUMP OPENING BIDS

1NT <u>15</u> to <u>17</u>	3 A minors, NF _____
_____ to _____	3 B 2=2=(5-4), FG _____
5 Card Major Common <input type="checkbox"/>	3 C SPLC, minors, FG _____
System on Over _____	3 D SPLD, minors, FG _____
2 A Stayman <input type="checkbox"/> Puppet <input type="checkbox"/> _____	
2 B Transfer to C <input type="checkbox"/> 4B, 4C Transfer <input type="checkbox"/>	
Forcing Stayman <input type="checkbox"/> Smolen <input type="checkbox"/>	
2 C Transfer to D <input type="checkbox"/> Lebensohl <input type="checkbox"/> (fast _____) denies) _____	
2 D A _____ Neg Double <input type="checkbox"/> 3D _____	
2NT B _____ Other: _____	

2NT 20 to -22
 Puppet Stayman
Transfer Responses:
 Jacoby Texas
 3D minors _____
 Smolen. 4A=Gerber _____
 3NT _____ to _____
 Solid minor, little outside _____
 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
 Other: PH 3A=NAT

MINOR OPENING
 Expected Min. Length 4 3 2 Other:
 1A
 1B

RESPONSES
 Double Raise: Force Inv. Weak
 After Overcall: Force Inv. Weak
 Forcing Raise: J/S in other minor
 Single Raise Other: _____
 Frequently bypass 4 + B
 1NT/1A 6 to 10
 2NT Forcing Inv. 11 to 12
 3NT: 16 to 17
 Other: Double jump shift=SPL

DESCRIBE

2A _____ to _____ HCP
 Strong Other Artificial, 22+ if BAL
 2B Resp: Neg. Waiting _____
 2B 5 to 11 HCP Weak, 6-card suit
 Natural Conv.
 2C 5 to 11 HCP
 Natural Conv.
 2D 5 to 11 HCP
 Natural Conv.

RESPONSES/REBIDS
 2C=NAT or 25+ BAL
 2nd NEG through 3B
 Suit response: POS, good suit
 new suit=F1; 4A=KCB
 2NT Force New Suit NF
 new suit jump=ASK (not 4A)
 2NT Force New Suit NF
 Opener shows feature with MAX
 2NT Force New Suit NF

OTHER CONV. CALLS: New Minor Forcing: _____ 2-Way NMF _____
 Weak Jump Shifts _____ 4th Suit Forcing 1 Round Game
 4th suit is FG when a reverse or comes at the 3-level _____