



SPECIAL DOUBLES

After Overcall: Penalty _____
 Negative thru 7♥
 Responsive : thru 7♥ Maximal
 Support: Dbl. thru 2 level Redbl
 Card-showing Min. Offshape T/O
 support after 1♣/1♦, and after 1NT

SIMPLE OVERCALL

1 level 6 to 17 HCP (usually)
 often 4 cards very light style
Responses
 New Suit: Forcing NF Const NF
 Jump Raise: Forcing Inv. Weak
 2NT raise in comp, new suit force 2 level

JUMP OVERCALL

Strong Intermediate Weak
 2NT asks shortness, trans aft X

OPENING PREEMPTS

Sound Light Very Light
 3/4-bids
 Conv./Resp. depends on vul

DIRECT CUEBID

OVER: Minor Major
 Natural
 Strong T/O
 Michaels

SLAM CONVENTIONS Gerber : 4NT: Blackwood RKC 1430
 exclusion (0,1,2,3), 4♣ = preempt kc (0,1w/o, 1 w/, 2w/o, 2w/)

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)
(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

SPECIAL CARDING

NOTRUMP OVERCALLS

Direct: 15+ to 18 Systems on
 Conv. _____
 Balancing: 11 to 14
 Jump to 2NT: Minors 2 Lowest
 Conv. system on _____

DEFENSE VS NOTRUMP

vs: any 16/ bal/ph to 15, 3rd nv
 2♣ ♣+a major 1 suiter
 2♦ ♦+a major majors
 2♥ ♥+♠ ♥+minor
 2♠ ♠(weak) ♠+minor
 Dbl: 1 suit 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 _____

VS Opening Preempts Double Is

Takeout thru _____ Penalty
 Conv. Takeout: _____
 Lebensohl 2NT Response
 Other: _____

DEFENSIVE CARDING

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

FIRST DISCARD

Lavinthal
 Odd/Even

OTHER CARDING

Smith Echo
 Trump Suit Pref.
 Foster Echo

PLEASE ASK

NAMES Stan Tulin -David Bakhshi

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 14+ to 17
 to _____
 5-card Major common 3♥ short ♥ 4♠ possible
 System on over X/2♣ 3♠ short ♠ no 4♥
 2♣ Stayman Puppet
 2♦ Transfer to ♥ 4♦, 4♥ Transfer
 Forcing Stayman Smolen
 2♥ Transfer to ♠ Lebensohl fast/Xdenies)
 2♠ Range ask or ♣ Neg. Double _____
 2NT ♦ 3♣ rejects Other: transfers in comp

2NT 20 to 21

Puppet Stayman

Transfer Responses:

Jacoby Texas

3♠ minor, or minors

3NT _____ to _____

solid major, no a/k outside

Conventional NT Openings

3NT opener promises

shortness

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: 1 over = 10-12 splinter

1NT: Forcing Semi-forcing

2NT: Forcing Inv. _____ to _____

3NT: _____ to _____

Drury : Reverse 2-Way Fit

Other: _____ transfers ater double, 1-3 is mied

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: _____

Frequently bypass 4+♦

1NT/1♣ 6 to 10+

2NT Forcing Inv. 12-15 to or 18+

3NT: 16 to 17

Other 1m-2M = both majors 1C-2D weak

DESCRIBE RESPONSES/REBIDS

DESCRIBE	RESPONSES/REBIDS
2♣ _____ to _____ HCP Strong <input checked="" type="checkbox"/> Other <input type="checkbox"/> 2♦ Resp: Neg <input type="checkbox"/> Waiting <input checked="" type="checkbox"/>	cheaper minor X neg
2♦ <u>5</u> to <u>10</u> HCP Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	2nt asks description/4C KCB 2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/>
2♥ <u>5</u> to <u>10</u> HCP Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	asks short/ 4♣=spec KCB 2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/>
2♠ <u>5</u> to <u>10</u> HCP Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	asks short/4♣=spec KCB 2NT Force <input checked="" 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. 1♣-2♦ weak

4th Suit Forcing: 1 Rd. Game XYZ, 2 way checkback, Bart

unusual vs unusual