



NAMES Richard Chan/Barry Senensly

### 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♥ 3154(45)  
System on over X/2♣ 3♠ 1354(45)  
2♣ Stayman  Puppet   
2♦ Transfer to ♥  4♦, 4♥ Transfer   
Forcing Stayman  Smolen  3 level  
2♥ Transfer to ♠  Lebensohl  (fast denials)  
2♠ size ask/♣  Neg. Double   
2NT transfer to ♦  Other: Garbage Stayman

**2NT** \_\_\_\_\_ to \_\_\_\_\_  
Puppet Stayman   
**Transfer Responses:**  
Jacoby  Texas   
3♠ relay to 3NT  
3NT = 5♠, 4♥

**3NT** \_\_\_\_\_ to \_\_\_\_\_  
gambling 1st/2nd  
**Conventional NT Openings**

### MAJOR OPENING

Expected Min. Length 4 5  
1st/2nd    
3rd/4th

### MINOR OPENING

Expected Min. Length 4 3 0-2 Conv.  
1♣      
1♦

### 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: Rev Bergan, Drury on X(2♣=4

### RESPONSES

Double Raise: Force  Inv.  Weak   
After Overcall: Force  Inv.  Weak   
Forcing Raise: J/S in other minor   
Single raise  Other: GF  
Frequently bypass 4+♦   
1NT/1♣ \_\_\_\_\_ 8 \_\_\_\_\_ to \_\_\_\_\_ 10  
2NT Forcing  Inv.  \_\_\_\_\_ 11 \_\_\_\_\_ to \_\_\_\_\_ 12  
3NT: \_\_\_\_\_ 13 \_\_\_\_\_ to \_\_\_\_\_ 15  
Other Rev. Flannary, 3344

### SPECIAL DOUBLES

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

### NOTRUMP OVERCALLS

**Direct:** 15 to 18 Systems on   
**Conv.**  \_\_\_\_\_  
**Balancing:** 11 to 14  
Jump to 2NT: Minors  2 Lowest   
**Conv.**  \_\_\_\_\_

### DEFENSE VS NOTRUMP

**vs:** strong \_\_\_\_\_ weak \_\_\_\_\_  
2♣ ♣ and higher \_\_\_\_\_ one suit \_\_\_\_\_  
2♦ ♠ and higher \_\_\_\_\_ Majors \_\_\_\_\_  
2♥ Majors \_\_\_\_\_ ♥ and minor \_\_\_\_\_  
2♠ ♠ \_\_\_\_\_ ♠ and minor \_\_\_\_\_  
Dbl: one suit \_\_\_\_\_ 15+  
Other: \_\_\_\_\_

### SIMPLE OVERCALL

1 level 7 to 16 HCP (usually)  
often 4 cards  very light style   
**Responses**  
New Suit: Forcing  NF Const  NF   
Jump Raise: Forcing  Inv.  Weak   
JQ = mixed

### 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: \_\_\_\_\_

### DIRECT CUEBID

OVER: Minor Major  
Natural    
Strong T/O    
Michaels

### VS Opening Preempts Double Is

Takeout  thru 4♥ Penalty   
Conv. Takeout: \_\_\_\_\_  
Lebensohl 2NT Response   
Other: leaping Michaels

**SLAM CONVENTIONS** Gerber : 4NT: Blackwood  RKC  1430   
specific K

vs Interference: DOPI  DEPO  Level: \_\_\_\_\_ D1P2 \_\_\_\_\_ ROPI

### LEADS (circle card led, if not in bold)

versus Suits	versus Notrump
<b>X X</b> x x x x	<b>X X</b> 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

### OTHER CARDING

Smith Echo Rev.    
Trump Suit Pref.    
Foster Echo

### SPECIAL CARDING

### PLEASE ASK

### DESCRIBE RESPONSES/REBIDS

DESCRIBE	RESPONSES/REBIDS
2♣ _____ to _____ HCP Strong <input type="checkbox"/> Other <input type="checkbox"/> 2♦ Resp: Neg <input type="checkbox"/> Waiting <input type="checkbox"/> 2NT = ♥	2! = bust, Kokish 2♥ = bust, Kokish, 2NT+ ♥
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"/>	feature 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"/>	feature 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"/>	feature 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.

4th Suit Forcing: 1 Rd.  Game

unusual vs. Unusual (low for low)