



### SPECIAL DOUBLES

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

### NOTRUMP OVERCALLS

**Direct:** 15 to 18 Systems on   
**Conv.**  foc \_\_\_\_\_  
**Balancing:** 10 to 13  
 Jump to 2NT: Minors  2Lowest   
**Conv.**  \_\_\_\_\_

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### 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  \_\_\_\_\_

### SIMPLE OVERCALL

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

#### Responses

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

### DEFENSE VS NOTRUMP

vs: \_\_\_\_\_  
 2♣ **majors** \_\_\_\_\_  
 2♦ **1 major** \_\_\_\_\_  
 2♥ **hearts + minor** \_\_\_\_\_  
 2♠ **spades + minor** \_\_\_\_\_  
 Dbl: **4 major** \_\_\_\_\_ longer minor \_\_\_\_\_  
 Other \_\_\_\_\_

### NOTRUMP OPENING BIDS

**1NT**  
14 to 16 nv  
15 to 17 vul  
 5-card Major common   
 System on over 2C,  
 2♣ Stayman  Puppet   
 2♦ **Transfer to ♥**  **4♦, 4♥ Transfer**   
 Forcing Stayman  Smolen   
 2♥ **Transfer to ♠**  **Lebensohl**  (**fast denies**)  
 2♠ **MSS** \_\_\_\_\_ Neg. Double : \_\_\_\_\_  
 2NT **force to 3C** \_\_\_\_\_ Other: \_\_\_\_\_

**2NT** 20 to 21  
 Puppet Stayman   
**Transfer Responses:**  
 Jacoby  Texas   
 3♠ **MSS** \_\_\_\_\_

**3NT** \_\_\_\_\_ to \_\_\_\_\_  
 gambling \_\_\_\_\_

### Conventional NT Openings

### 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

**2NT Over** Limit+  Limit  Weak   
**Majors**     
**Minors**     
 Other **1 Maj - 2c = good raise**

### OPENING PREEMPTS

Sound Light Very Light  
 3/4-bids      
**Conv./Resp.** \_\_\_\_\_

### 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: **bergen** \_\_\_\_\_  
**1NT: Forcing**  **Semi-forcing**   
 2NT: Forcing  Inv.  \_\_\_\_\_ to \_\_\_\_\_  
 3NT: \_\_\_\_\_ to \_\_\_\_\_  
 Drury : **Reverse**  **2-Way**  **Fit**   
 Other: **1S-3H = inv.** \_\_\_\_\_

### MINOR OPENING

Expected Min. Length 4 3 **NF** 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.  11 to 12  
 3NT: 13 to 15  
 Other **1D - 3C = inv.** \_\_\_\_\_

### DIRECT CUEBID

OVER: Minor Major  
 Natural    
 Strong T/O    
 Michaels

### VS Opening Preempts Double Is

Takeout  thru \_\_\_\_\_ Penalty   
**Conv. Takeout:** \_\_\_\_\_  
**Lebensohl 2NT Response**   
 Other: **roman jumps**

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

vs Interference: DOPI  DEPO  Level: \_\_\_\_\_ 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	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   
 3rd and low vs. suits 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    
 Trump Suit Pref.    
 Foster Echo

### DESCRIBE

### RESPONSES/REBIDS

2♣ <u>22+</u> to _____ HCP Strong <input type="checkbox"/> Other <input type="checkbox"/>	or 8/12	2NT = hearts w/ 2 top
2♦ Resp: Neg <input type="checkbox"/> Waiting <input type="checkbox"/> 2H = dbl neg		
2♦ <u>5</u> to <u>11</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>11</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>11</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"/>

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

Weak Jump Shifts: In Comp.  Not in Comp.

**4th Suit Forcing: 1 Rd.**  **Game**

**u vs. u, sandwich NT**

**wolff signoffs (reverses)**

western q

## SPECIAL CARDING PLEASE ASK