



SPECIAL DOUBLES

After Overcall: Penalty _____
 Negative thru _____
 Responsive : thru _____ Maximal
 Support: Dbl. thru 2H Redbl
 Card-showing Min. Offshape T/O

NOTRUMP OVERCALLS

Direct: 15+ to 18 Systems on
 Conv. _____
 Balancing: 10-14m to 10-16M
 Jump to 2NT: Minors 2Lowest
 Conv. _____

NAMES John Kranyak - Vincent Demuy

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 6 to 16 HCP (usually)
 often 4 cards very light style
Responses
 New Suit: Forcing NFConst NF
 Jump Raise: Forcing Inv. Weak
 jump in new suit = natural forcing

DEFENSE VS NOTRUMP

vs: strong _____ weak _____
 2♣ Majors _____ same _____
 2♦ 1 Major _____
 2♥ hearts + m _____
 2♠ spades + m _____
 Dbl: good hand _____
 Other 2NT = minors _____
 X bph = 4cM-5+m _____

NOTRUMP OPENING BIDS

1NT
 NV 13+ to 16
 V 14+ to 17 4th
 5-card Major common
 System on over X, 2C
 2♣ Stayman Puppet
 2♦ Transfer to ♥ 4♦, 4♥ Transfer
 Forcing Stayman Smolen
 2♥ Transfer to ♠ Lebensohl (xfer denies)
 2♠ Size or C _____ Neg. Double _____
 2NT D _____ Other: _____

2NT 19+ to 21
 Puppet Stayman
Transfer Responses:
 Jacoby Texas
 3♠ Mss or C _____
 3NT _____ to _____
 Solid Major _____

Conventional NT Openings

JUMP OVERCALL

Strong Intermediate Weak
 intermediate vul and weak non vul

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 transfers over 1M-X

OPENING PREEMPTS

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

MAJOR OPENING

Expected Min. Length	4	5
1st/2nd	<input type="checkbox"/>	<input type="checkbox"/>
3rd/4th	<input type="checkbox"/>	<input type="checkbox"/>

MINOR OPENING

Expected Min. Length	4	3	0-2	Conv.
1♣	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
1♦	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

RESPONSES

Double Raise: Force Inv. Weak
 After Overcall: Force Inv. Weak
 Conv. Raise: 2NT 3NT Splinter
 Other: 1-3 mixed, 1M-2NT = Jacoby
 1NT: Forcing Semi-forcing
 2NT: Forcing Inv. _____ to _____
 3NT: _____ to _____
 Drury : Reverse 2-Way Fit
 Other: 1H-3C or 1S-3D = Limit raise
 1M-X(others)-3under = mixed

RESPONSES

Double Raise: Force Inv. Weak
 After Overcall: Force Inv. Weak
 Forcing Raise: J/S in other minor
 Single raise Other: GF or 4-9 bph
 Frequently bypass 4+♦
 1NT/1♣ 5 to 10
 2NT Forcing Inv. 11 to 13
 3NT: 13 to 15
 Other 1c-2d or 1d-2s = limit raise

DIRECT CUEBID

OVER: Minor Major
 Natural
 Strong T/O
 Michaels
 1c-2c = natural, 2D = majors

VS Opening Preempts Double Is

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

SLAM CONVENTIONS Gerber : 4NT: Blackwood RKC 1430
 1 over RKC 0314

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)
A(K)x	T(9)x
K(Q)x	K J(T)x
Q(J)x	K T(9)x
J(T)9	Q T(9)x
K(Q)T 9	J(T)9 x

DEFENSIVE CARDING

Standard: vs SUITS vs NT
 Except
 Standard carding at trick 1
 Upside-Down:
 count
 attitude

LENGTH LEADS:

4th Best vs SUITS vs NT
 3rd/5th Best vs SUITS vs NT
 3rd /5th in the middle of the hand vs NT

FIRST DISCARD

Lavinthal
 Odd/Even
 low encourage

OTHER CARDING

Smith Echorev
 Trump Suit Pref.
 Foster Echo

Primary signal to partner's leads

Attitude Count Suit preference

SPECIAL CARDING

PLEASE ASK

DESCRIBE RESPONSES/REBIDS

DESCRIBE	RESPONSES/REBIDS
2♣ <u>22+</u> to _____ HCP Strong <input type="checkbox"/> Other <input type="checkbox"/> 2♦ Resp: Neg <input type="checkbox"/> Waiting <input type="checkbox"/>	or 9+ tricks 2d = waiting and transfers transfer kokish, t/o double
2♦ <u>4</u> to <u>10</u> HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	usually 6 2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>
2♥ <u>4</u> to <u>10</u> HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	usually 6 2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>
2♠ <u>4</u> to <u>10</u> HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	usually 6 3c= hearts, 3h= clubs 2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>

OTHER CONV. CALLS: New Minor Forcing 2-Way NMF transfers
 Weak Jump Shifts: In Comp. Not in Comp. unless ph or transfers avail. (FSJ)
 4th Suit Forcing: 1 Rd. Game

1m-2H = 55+ majors less than invit
 transfers starting at 2NT after weak 2 doubled