



NAMES Doug Doub - Adam Wildavsky

GENERAL APPROACH

Kaplan - Sheinwold

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 12 to 14 3♣ s/o w/♣ & ♦
to 3♦ 4144 or 1444
 5-card Major common 3♥ 31(54)
 System on over 2♣ 3♠ 13(54)
 2♣ Stayman Puppet 2♦ 2♥ 2♠ = inv+ 55
 2♦ Transfer to ♥ 4♦, 4♥ Transfer
 Forcing Stayman Smolen Over 2N only
 2♥ Transfer to ♠ Lebensohl (xfr denies)
 2♠ Range ask or ♣ Neg. Double 3♠
 2NT ♦ w/pre-accept Other: _____

2NT 20 to 21
 Puppet Stayman
Transfer Responses:
 Jacoby Texas
 3♠ ♣, 4♣ = ♦
 3♦ 3♥ 3♠ = weak 55

3NT 19 to 21
 Solid minor, 3 side stoppers

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: Mixed/o'call _____

1NT: Forcing Semi-forcing
 2NT: Forcing Inv. _____ to _____
 3NT: _____ to _____
 Drury Reverse 2-Way Fit
 Other: _____
 Bart. 1♥ 1♠ 2♠ 3♠ = Art. ask

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 8
 2NT Forcing Inv. _____ to _____
 3NT: 16 to 17
 Other SPL, 2♥ = 9-10 bal -> 2♠ nat GF

SPECIAL DOUBLES

After Overcall: Penalty _____
 Negative thru 7♥ /suits
 Responsive : thru _____ Maximal
 Support: Dbl. thru _____ Redbl
 Card-showing Min. Offshape T/O

Strong NT X, most X of part-scores for t/o

SIMPLE OVERCALL

1 level 10 to 18 HCP (usually)
 often 4 cards very light style

Responses

New Suit: Forcing NFConst NF
 Jump Raise: Forcing Inv. Weak
 JQ = mixed raise, FSJ

JUMP OVERCALL

Strong Intermediate Weak

OPENING PREEMPTS

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

DIRECT CUEBID

OVER: Minor Major
 Natural
 Strong T/O
 Michaels

SLAM CONVENTIONS Gerber 4NT: Blackwood RKC 1430

Kickback RKCB

Slow arrival

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

LENGTH LEADS:

4th Best vs SUITS vs NT
 3rd/5th Best vs SUITS vs NT

Std in partner's or dummy's suit or by a preemptor in a side suit

Primary signal to partner's leads

Attitude Count Suit preference

NOTRUMP OVERCALLS

Direct: 15+ to 18 Systems on

Conv. _____

Balancing: 10-14/mto 12-16/M

Jump to 2NT: Minors 2Lowest

Conv. _____

DEFENSE VS NOTRUMP

vs: Strong(16) Weak by UPH

2♣ ♥ & ♠ _____

2♦ ♥ or ♠ _____

2♥ ♥ & minor _____

2♠ ♠ & minor _____

Dbl: 4+M & 5+m Penalties

Other UPH X could also be strong

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, 2N/m = ♠ PRE, 3M-1=mixed

VS Opening Preempts Double Is

Takeout thru 4♠ Penalty

Conv. Takeout: Leaping Michaels'

Lebensohl 2NT Response

Other: leb/UPH X, Scramb./PH X

DEFENSIVE CARDING

vs SUITS vs NT

Standard:

Except

Upside-Down: _____

count

attitude

FIRST DISCARD

Lavinthal

Odd/Even

OTHER CARDING

Smith Echo Hawk

Trump Suit Pref.

Foster Echo

DESCRIBE RESPONSES/REBIDS

2♣ 22 to 36 HCP
 Strong Other Or 9+ tricks
 2♦ Resp: Neg Waiting Raptor jumps
 2♦ = 0-6, 2♥ = 7+
 Kokish 2♥ rebid

2♦ 11 to 14 HCP Any 4411 or 5440
 Natural: Weak Intermediate Strong Conv.
 2NT Force New Suit NF

2♥ 6 to 10 HCP Decent six 1st & 2nd
 Natural: Weak Intermediate Strong Conv.
 2NT Force New Suit NF

2♠ 6 to 10 HCP Decent six 1st & 2nd
 Natural: Weak Intermediate Strong Conv.
 2NT Force New Suit NF

OTHER CONV. CALLS: New Minor Forcing: 2-Way NMF xfr cb, +comp

Weak Jump Shifts: In Comp. Not in Comp. FSJ by PH.

4th Suit Forcing: 1 Rd. Game

1m 1M 1N: 3♦-♠ = SPL, 4m=SS 3/5, 2♠.4x=OM SPL, bal 3/5 serious/mild

SPECIAL CARDING PLEASE ASK