



SPECIAL DOUBLES

After Overcall: **Penalty** _____
 Negative thru _____
 Responsive : thru _____ Maximal
Support: Dbl. thru 2,3 (ext) **Redbl**
 Card-showing Min. Offshape T/O
 Equal level conversion (c->d) _____

NOTRUMP OVERCALLS

Direct: 15 to 18 Systems on
Conv. _____
Balancing: 11 to 16 (Maj)
 Jump to 2NT: Minors 2 Lowest
Conv. _____

NAMES Bob Etter and Alex Kolesnik

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 4♣ 4♦ _____

SIMPLE OVERCALL

1 level 7 to up HCP (usually)
 often 4 cards very light style

Responses

New Suit: Forcing NF Const NF
 Jump Raise: Forcing Inv. Weak
 Jump Q=dist limit

DEFENSE VS NOTRUMP

vs: Strong _____ Weak _____
 2♣ Majors _____ Majors _____
 2♦ 1 Major _____ 1 Major _____
 2♥ H+m _____ H+m _____
 2♠ S+m _____ S+m _____
 Dbl: 4 card Maj+min Values _____
 Other _____

NOTRUMP OPENING BIDS

1NT 14+ to 17
 _____ to _____
 5-card Major common 3♥ Club slam try
 System on over 3♠ Diamond slam try
 2♣ Stayman Puppet 3m after Stayman nf
 2♦ Transfer to ♥ 4♦, 4♥ Transfer
 Forcing Stayman Smolen
 2♥ Transfer to ♠ Lebensohl (Fast denies)
 2♠ MSS or D-4 types Neg. Double _____
 2NT -> 3C or M+m GF Other: 1N-2C-2D-4 level xfers

2NT 19+ to 21
 Puppet Stayman
Transfer Responses:
 Jacoby Texas
 3♠ -> 3N; one or both minors _____
 3NT _____ to _____
 Broken minor _____

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. Bob rule 1,2,3,4

2NT Over Limit+ Limit Weak
 Majors
 Minors
 Other Transfers after 1MX

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: Mini-splinters 7-11 or 15+
 1NT: Forcing Semi-forcing PH
 2NT: Forcing Inv. _____ to _____
 3NT: _____ to _____
 Drury Reverse 2-Way Fit
 Other: 3N/1♠ and 3♠/1♥ some void

RESPONSES

Double Raise: Force Inv. Weak
 After Overcall: Force Inv. Weak
 Forcing Raise: J/S in other minor
 Single raise Other: 2S=mixed raise
 Frequently bypass 4+♦
 1NT/1♣ 6 to 10
 2NT Forcing Inv. 11 to 12
 3NT: 13 to 15
 Other 1m-2H=5♠ 4-5♥ less than invite

DIRECT CUEBID

OVER: Minor Major
 Natural
 Strong T/O
 Michaels
 Over short m, 2h weak Ms, 3D=strong

VS Opening Preempts Double Is

Takeout thru 4h Penalty
 Conv. Takeout: Leaping Michaels
 Lebensohl 2NT Response
 Other: _____

SLAM CONVENTIONS Gerber 4NT: Blackwood RKC 1430
 4♠/1N, 2N asks 5 card suit then 4 card suits down the line

Skip scan; exclusion KC

vs Interference: DOPI DEPO Level: >5 our suit ROPI

LEADS (circle card led, if not in bold)

versus Suits		versus Notrump	
xx	(x)(x)(x)	xx	(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

DEFENSIVE CARDING

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

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

FIRST DISCARD

Lavinthal
 Odd/Even

OTHER CARDING

Smith Echo
 Trump Suit Pref.
 Foster Echo

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"/> 2♦ GF	2H, X, XX=neg 2N=hearts
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"/>	Ogust, McCabe 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"/>	Ogust, McCabe 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"/>	Ogust, McCabe 2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>

OTHER CONV. CALLS: New Minor Forcing: 2-Way NMF mHS, mMN
 Weak Jump Shifts: In Comp. Not in Comp.

4th Suit Forcing: 1 Rd. Game Unusual/Unusual; Inv jump shift (minors)

Spiral (2N); Transfers after 1MX (open or overcall), 1N natural after overcall

Drury xx/x x/1N 2C/p 2C/1S; 1C-1D-1H-1S nat; 1N-2C-2R-2S=spades +minor invite
 1N-2D-2H-2S=hearts and another invite

SPECIAL CARDING

PLEASE ASK