



SPECIAL DOUBLES

After Overcall: Penalty _____
 Negative thru 4♥
 Responsive : thru 4♠ Maximal
 Support: Dbl. thru 2M-1 Redbl
 Card-showing Min. Offshape T/O
 Competitive _____

SIMPLE OVERCALL

1 level 8 to 18 HCP (usually)
 often 4 cards very light style
Responses
 New Suit: Forcing NFConst NF
 Jump Raise: Forcing Inv. Weak
 Jump Q = Mixed, Xfers over neg. X

JUMP OVERCALL

Strong Intermediate Weak
 Interm Vul versus NV _____

OPENING PREEMPTS

Sound Light Very Light
 3/4-bids
 Conv./Resp. Vul dep 4♣(4♦)RKC

DIRECT CUEBID

OVER: Minor Major
 Natural
 Strong T/O
 Michaels

SLAM CONVENTIONS Gerber : 4NT: Blackwood RKC 1430
 5N Pik, Exclusion, Last Train, 3N Non-serious

vs Interference: DOPI DEPO Level: 5 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
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
 Standard: partner's suit Attitude vs NT
 or preemptor in a side suit

Primary signal to partner's leads

Attitude Count Suit preference

SPECIAL CARDING

NOTRUMP OVERCALLS

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

DEFENSE VS NOTRUMP

vs: WEAK	STRONG
2♣ Majors	Majors
2♦ 1 major	1 major
2♥ 5♥+4(+m)	5♥+4(+m)
2♠ 5♠+4(+m)	5♠+4(+m)
Dbl: Penalty	4M+5m or ♦
Other _____	

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 3♣ Mix Raise/1M Xfers/1M

VS Opening Preempts Double Is

Takeout thru _____ Penalty
 Conv. Takeout: _____
 Lebensohl 2NT Response
 Other: Michaels, 2M-4m = conv

DEFENSIVE CARDING

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

FIRST DISCARD

Lavinthal
 Odd/Even
 Upside-down

OTHER CARDING

Smith Echo
 Trump Suit Pref.
 Foster Echo

PLEASE ASK

NAMES Marty Fleisher Chip Martel

GENERAL APPROACH

2/1, 5-card majors, transfers responses to 1♣.
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 15 to 17 V, 4th
14 to 16 NV
 5-card Major common
 System on over Dbl. + 2♣
 2♣ Stayman Puppet
 2♦ Transfer to ♥ 4♦, 4♥ Transfer
 Forcing Stayman Smolen
 2♥ Transfer to ♠ Lebensohl (fast denies)
 2♠ Range ask or ♣ Neg. Double _____
 2NT ♦ 3♦ like Other: _____

2NT 20 to 21
 Puppet Stayman
Transfer Responses:
 Jacoby Texas
 3♠ clubs or
 both minors
 3NT GAMB to LING
 No A or K 1st-2nd

Conventional NT Openings

MAJOR OPENING

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

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: 1♠-3♥ inv. trans after 1♥-1♠

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
 Forcing Raise: J/S in other minor
 Single raise Other: _____

Frequently bypass 4+♦
 1NT/1♣ 9 to 11
 2NT Forcing Inv. 12 to 15
 3NT: 16 to 17
 Other Transfers to 1♣

DESCRIBE

RESPONSES/REBIDS

2♣ <u>19</u> to <u>36</u> HCP Strong <input type="checkbox"/> Other <input type="checkbox"/>	controls,	3m = dbl. neg
2♦ Resp: Neg <input type="checkbox"/> Waiting <input type="checkbox"/> 2♠ = a 5+ suit 2	3; 3M rebid = 4M + 5+♦	
2♦ <u>3</u> to <u>10</u> HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	Weak S or H	2M, 3M = P/C
2♥ <u>11</u> to <u>15(16)</u> HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	4♠, 5/6♥	2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>
2♠ <u>8/9</u> to <u>11/12</u> HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	6/7♠	3♦ slam try
		2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>
		Ogust, 3m NF, 4♣ RKC
		2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>

OTHER CONV. CALLS: New Minor Forcing: 2-Way NMF 2♣ pup. 2♦

Weak Jump Shifts: In Comp. Not in Comp. 1♣-2♦

4th Suit Forcing: 1 Rd. Game Transfers after 1♣-1R: 1M/1N/2N

Fit showing jumps by PH; Unusual vs. Unusual; transfer rebids after 1♦-1M;

1♣-(1♥)- transfers at 2-level: 2♣ = ♦, 2♦ = 5♠, 2♥ = 6+♠, 2♠ = ♣ raise