

SPECIAL DOUBLES
 After Overcall: Penalty
 Negative thru 3 spades
 Responsive: thru 4 D Maximal
 Support: Dbl thru 2 spades Rdbl
 Card-showing Min. Offshape T/O

SIMPLE OVERCALL
 1-level 6 to 17 HCP (usually)
 Often 4 cards Very light style
Responses
 New Suit: Forcing NF Const NF
 Jump Raise: Forcing Inv. Weak

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
 nat over 1 strong club response

SLAM CONVENTIONS Gerber 4NT: Blackwood RKC 1430

vs. Interference: DOPI DEPO Level: ROPI

LEADS (click card led, if not in bold)
 versus Suits versus Notrump

| | | | |
|--------------|---|-----------------|-----------|
| x x | x x <input checked="" type="checkbox"/> x | x x | x x x x |
| x x x | x x x x <input checked="" type="checkbox"/> | x x x | x x x x x |
| A K x | 10 9 x | A K J x | A Q J x |
| K Q x | K J 10 x | A J 10 9 | A 10 9 8 |
| Q J x | K 10 9 x | K Q J x | K Q 10 9 |
| J 10 x | Q 10 9 x | Q J 10 x | Q 10 9 8 |
| K Q 10 9 | J 10 9 x | 10 9 8 x | |

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

NOTRUMP OVERCALLS
 Direct: 15+ to 18 Systems on
 Conv. _____
 Balance: 11 to 14
 Jump to 2NT: Minors 2 Lowest
 Conv. _____

DEFENSE VS NOTRUMP
 vs: both _____ both _____
 2♣ 2-suiter _____
 2♦ NAT _____
 2♥ NAT _____
 2♠ NAT _____
 Dbl penalty _____
 Other: _____

OVER OPP'S T/O DOUBLE
 New Suit Forcing: 1-level 2-level
 Redouble implies no fit
 2NT Over Limit + Limit Weak
 Majors
 Minors
 Other: _____

VS OPENING PREEMPT DOUBLE IS
 Takeout thru 4 hearts Penalty
 Conv. Takeout: _____
 Lebensohl 2NT Response
 Other: _____

DEFENSIVE CARDING
 vs Suits vs NT

Standard:
 Except _____

Upside-Down Count
 Upside-Down Attitude

FIRST DISCARD
 Lavinthal
 Odd/Even

OTHER CARDING
 Smith Echo
 Trump Suit Pref.
 Foster Echo

SPECIAL CARDING PLEASE ASK

NAMES Jim Fox & Carlos Pellegrini
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

NOTRUMP OPENING BIDS

| | | |
|-----------------------------|--|---|
| 1NT 15 to 17 to _____ | 3♣ puppet stayman 3♦ minor suit stayman 3♥ GF 5S and 3H 3♠ GF 5H and 3S | 2NT 20 to 21 Puppet Stayman <input checked="" type="checkbox"/> Transfer Responses: Jacoby <input checked="" type="checkbox"/> Texas <input checked="" type="checkbox"/> 3♠ Minor suit stayman smolen 3NT _____ to _____ |
|-----------------------------|--|---|

5-Card Major Common
 System On Overx _____
 2♣ Stayman Puppet
 2♦ Transfer to ♥ Forcing Stayman
 2♥ Transfer to ♠
 2♠ trf to clubs
 2NT trf to diamonds

4♦, 4♥ Transfer
 Smolen
 Lebensohl (fast denies)
 Negative Double
 special runouts

Conventional NT Openings
 3nt gambling 7 tricks

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: _____
 1NT: Forcing Semi-forcing
 2NT: Forcing Inv. _____ to _____
 3NT: 13 to 15
 Drury : Reverse 2-Way Fit
 Other: bergen raises

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♣: 8 to 11
 2NT: Forcing Inv. 11 to 12
 3NT: 13 to 15
 Other: _____

DESCRIBE

2♣ _____ to _____ HCP forces to 2nt or
 Strong Other 3 of a major
 2♦ Response: Neg Waiting

2♦ 11 to 15 HCP flannery 4S and 5H or 6H
 Natural: Weak Intermediate Strong Conv

2♥ 5 to 11 HCP can be 5
 Natural: Weak Intermediate Strong Conv

2♠ 5 to 11 HCP can be 5
 Natural: Weak Intermediate Strong Conv

RESPONSES/REBIDS

2 H double negative
 kokish
 tradicional responses
 2NT Force New Suit NF
 ogust
 2NT Force New Suit NF
 ogust
 2NT Force New Suit NF

OTHER CONV CALLS: New Minor Forcing 2-Way NMF
 Weak jump shifts: In Comp. Not In Comp.
 4th Suit Forcing: 1 Round To Game help suit game tries
 over short club, 2 clubs natural and 2D Michaels
 over short D, 2D nat and 2 clubs Michaels

