



SPECIAL DOUBLES

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

SIMPLE OVERCALL

1 level 8+ to _____ HCP (usually)
 often 4 cards very light style

Responses

New Suit: Forcing NConst NF
 Jump Raise: Forcing Inv. Weak
 Mixed raises. 2NT in comp = LR+.

JUMP OVERCALL

Strong **Intermediate** **Weak**
 2NT asks shortness; 3cue asks stop _____

OPENING PREEMPTS

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

DIRECT CUEBID

OVER: Minor Major
 Natural
 Strong T/O
 Michaels
 Rodwell advances _____

SLAM CONVENTIONS Gerber : 4NT: Blackwood RKC 1430
 Kickback. Kickback GSF. 6KCB. DI. Reverse mulberry.

vs Interference: DOPI DEPO Level: _____ >=5T _____ 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
(A)K x T 9x (A)K J x A Q Jx	(A)K J x A Q Jx
K Qx K J Tx A J T9 A T 9x	A J T9 A T 9x
Q Jx K T 9x K Q Jx (K)Q T 9	(K)Q T 9
J T9 Q T 9x Q JT x Q T 9x	Q T 9x
K Q T 9 J T9 x T 9 x x	T 9 x x

LENGTH LEADS:

4th Best vs SUITS vs NT
 3rd/5th Best vs SUITS vs NT
 vs suit: A even K odd Attitude vs NT
 K/KQJ 4th/6 Count on K/Q at 5+ level

Primary signal to partner's leads

Attitude Count Suit preference

SPECIAL CARDING

NOTRUMP OVERCALLS

Direct: 15 to 18 Systems on
Conv. 4 suit xfer/M. Syson/m.
Balancing: 10 to 15
 Jump to 2NT: Minors 2Lowest
Conv. sandwich NT 16-20

DEFENSE VS NOTRUMP

vs: **Strong (14+)** **Weak**
 2♣ **♥ + minor** **♥ + other**
 2♦ **5♠ + other** **♠ + other**
 2♥ _____
 2♠ _____
 Dbl: 4♠ + other _____ cards
 Other **Neg X & rubensohl /runout**

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 **Fit jump, Xfer/1M, 2m+1/1m**

VS Opening Preempts Double Is

Takeout thru _____ **Penalty**
Conv. Takeout: leaping michaels
Lebensohl 2NT Response
 Other: **Leb over direct X only**

DEFENSIVE CARDING

vs SUITS vs NT

Standard:
 Except
Rusinow off in pard/dum suit
 or < 4 cards at NT

Upside-Down:
 count
 Std/AK attitude

FIRST DISCARD

Lavinthal
 Odd/Even

OTHER CARDING

Smith Echo Reverse
 Trump Suit Pref.
 Foster Echo

PLEASE ASK

NAMES Lou Glathal & Mike Massimilla

GENERAL APPROACH

2/1 with weak NT in 3/4 seat
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 (1/2) 3♣ **♦ wk/str** _____
 (11)12 to 14 3♦ **♦ inv** _____
 5-card Major common 3♥ **short ♠** _____
 System on over _____ 3♠ **short ♥** _____
 2♣ Stayman Puppet _____
 2♦ **Transfer to ♥** 4♦, 4♥ **Transfer** _____
Forcing Stayman **Smolen** _____
 2♥ **Transfer to ♠** **Lebensohl** (**Rub denies**) **Conventional NT Openings**
 2♠ **Neg. Double** _____
 2NT _____ **Other: 2♦-2♥-2♠ = minors** _____

2NT 20-21 to _____

Puppet Stayman

Transfer Responses:

Jacoby **Texas**

3♠ 3♣: 4♣ dia

3♦-3♥-3♠ = minors

3NT **solid m** to +stops _____

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: **1♥-1♠ = 5+ cards**
 1NT: **Forcing** **Semi-forcing** **bart**
 2NT: Forcing Inv. _____ to _____
 3NT: **splinter to exp suit**
 Drury : **Reverse** **2-Way** **Fit**
 Other: **1M-2♣-2♦ = any min w/o OM**
1M-2♣-2M = extras w dia

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: **2m+1 over dbl**
 Frequently bypass 4+♦
 1NT/1♣ 6-10 to 5-8 PH
 2NT Forcing Inv. _____ to _____
 3NT: 16-17 to _____
 Other **Wolff, Modified Sprial** _____

DESCRIBE

RESPONSES/REBIDS

2♣ <u>22+</u> to <u>bal</u> HCP Strong <input type="checkbox"/> Other <input type="checkbox"/> 2♦ Resp: Neg <input type="checkbox"/> Waiting <input type="checkbox"/>	GF if unbalanced	Steps, kokish
2♦ <u>10,11</u> to <u>16</u> HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	Flannery	4m = splinter OM
2♥ <u>6</u> to <u>10</u> HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	Weak two	2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>
2♠ <u>6</u> to <u>10</u> HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	Weak two	2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>

OTHER CONV. CALLS: New Minor Forcing: 2-Way NMF Willenken

Weak Jump Shifts: In Comp. **Not in Comp.** **Fit jumps in comp & BPH**

4th Suit Forcing: 1 Rd. **Game** **Invitational jump shifts to the 3 level**

UOU (4th=cheaper), Manfield, Crash (direct/1♣), Good-bad 2NT

Scrambling 2NT after X of supported major (or INT-major).