

SPECIAL DOUBLES
 After Overcall: Penalty 6/7 after 1C
 Negative thru 4H
 Responsive: thru 4H Maximal
 Support: Dbl thru 2M Rdbl
 Card-showing Min. Offshape T/O
 Snapdragon

SIMPLE OVERCALL
 1-level 7 to 17 HCP (usually)
 Often 4 cards Very light style
Responses
 New Suit: Forcing NFConst NF
 Jump Raise: Forcing Inv. Weak
 jump cue or 1 under cue = Mixed

JUMP OVERCALL
 Strong Intermediate Weak
 Intermediate in balance seat

OPENING PREEMPTS
 Sound Light Very Light
 3/4-bids
 Conv./Resp.sys over 3C.

DIRECT CUEBID
 Over: Minor Major
 Natural
 Strong T/O
 Michaels
 1C-2D = Michaels, 1C-2C = NAT

SLAM CONVENTIONS Gerber 4NT: Blackwood RKC 1430
 Kickback, 4C = mod KC over preempts, Exc. GSF

vs. Interference: DOPI DEPO Level: Depo 5 our suit & higher ROPI

LEADS (click 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
 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

DEFENSIVE CARDING
 Standard:
 Except
 standard signal AK vs suit
 Upside-Down Count
 Upside-Down Attitude
FIRST DISCARD
 Lavinthal
 Odd/Even
 S/P, not smith
OTHER CARDING
 Smith Echo
 Trump Suit Pref.
 Foster Echo

Length Leads:
 4th Best vs Suits vs NT
 3rd/5th Best vs Suits vs NT
 Rusinow if Attitude vs NT
 shown 4+ suit

Primary signal to partner's leads
 Attitude Count Suit Preference

SPECIAL CARDING PLEASE ASK

NAMES Greco Hampson

GENERAL APPROACH
 Precision, Light actions at Favorable Vul and frequent upgrading
 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 14 to 16 15 to 17 5-Card Major Common <input checked="" type="checkbox"/> System On Over 2C, art x 2♠ Stayman <input checked="" type="checkbox"/> Puppet <input type="checkbox"/> 2♦ Transfer to ♥ <input checked="" type="checkbox"/> Forcing Stayman <input type="checkbox"/> 2♥ Transfer to ♠ <input checked="" type="checkbox"/> 2♠ min/max or clubs 2NT 6+D or weak m's | 3♠ puppet 3♠ 5/5 minors GF 3♥ 4144 or 31(54) 3♠ 13(54) secondary transfers 4♦, 4♥ Transfer <input checked="" type="checkbox"/> Smolen <input checked="" type="checkbox"/> Lebensohl <input checked="" type="checkbox"/> (fast denies) Negative Double <input checked="" type="checkbox"/> transfer lebensohl | 2NT 19+ to 21 Puppet Stayman <input type="checkbox"/> Transfer Responses: Jacoby <input checked="" type="checkbox"/> Texas <input checked="" type="checkbox"/> 3♠ Both Minors inv+ 3NT 9 to 13 solid Major 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: 2,1 under = limit, mixed
 1NT: Forcing Semi-forcing
 2NT: Forcing Inv. to _____
 3NT: to _____
 Drury : Reverse 2-Way Fit
 Other: 1H-2S nat NF, 1S-3C=H inv

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: 1D-2m = inv+
 Frequently bypass 4+♦
 1NT/1♠: H to 12+
 2NT: Forcing Inv. 12 to 13
 3NT: 13 to 15
 Other: 1C: 1D = 0-7, 1H = 8-11 <5S

DESCRIBE
 2♠ 10 to 15 HCP 6+ Clubs, side suit common
 Strong Other
 2♦ Response: Neg Waiting 2D = asking
 2♦ 10 to 15 HCP 0/1 Diam. 4414-(43)15-4405
 Natural: Weak Intermediate Strong Conv
 2♥ 4 to 10 HCP typically 6H
 Natural: Weak Intermediate Strong Conv
 2♠ 4 to 10 HCP typically 6S
 Natural: Weak Intermediate Strong Conv

RESPONSES/REBIDS
 2M=NF, 2NT=C or 5/5 GF
 3C/D/H = inv+ transfer
 3S = 6S/4H GF
 3D = inv, 3C NF 3M inv
 2NT Force New Suit NF
 Mod. Ogust
 2NT Force New Suit NF
 Mod Ogust
 2NT Force New Suit NF

OTHER CONV CALLS: New Minor Forcing 2-Way NMF 2C-> 2D, can be gf
 Weak jump shifts: In Comp. Not In Comp. frequent switch/trf in comp
 4th Suit Forcing: 1 Round To Game 1H-1S; 2x-2S = FSF
 Mathe and multi over strong 1C. Meckwellish runouts from 1NTx
 PXI in 1C auctions. Can upgrade often/downgrade rarely.