



SPECIAL DOUBLES

After Overcall: **Penalty** **snapdragonish**
 Negative thru 4♥
 Responsive : thru 3♠ Maximal
Support: Dbl. thru 2♥ Redbl
 Card-showing Min. Offshape T/O
 over oc, XX=2 card, pass then X=stiff

NOTRUMP OVERCALLS

Direct: 15 to 18 Systems on
Conv. **XX** forces 2C over penalty
Balancing: 10 to 17
 Jump to 2NT: Minors 2Lowest
Conv. **3-way range stymn: sys off**

DEFENSE VS NOTRUMP

vs: **strong or weak** _____
 2♣ **majors -->** _____
 2♦ **5+ hearts** _____
 2♥ **5+ spades** _____
 2♠ **4♠s + 5c min** _____
 Dbl: **penalty -->** 2♣ art runout
Other 2nt 4c ♥s + 5c+ minor

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 raise mixed, jump cue weak

JUMP OVERCALL

Strong **Intermediate** **Weak**
2nt natural shortness ask (BLMH)

OPENING PREEMPTS

Sound Light Very Light
 3/4-bids
Conv./Resp. 3♣-3♦:2 rlys 2 ples, 1 slant

DIRECT CUEBID

OVER: Minor Major
 Natural
 Strong T/O
 Michaels
2 way Michaels over prec. 1♦, any 1♣

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 transfers / XX ♥s over prec. 1♦

VS Opening Preempts Double Is

Takeout thru 7♥ Penalty
Conv. Takeout: cue weak 2=strong 1 suit
Lebensohl 2NT Response
Other: leaping michaels

NAMES Brad Moss Joe Grue NV 1st-4th & Vul 4th seat

GENERAL APPROACH

Moss/Grue Precision
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
14-16n to 15-17 4th
12-16 to 3rd NV
 5-card Major common
 System on over X, 2♣, 2♦
 2♣ Stayman Puppet
 2♦ **Transfer to ♥** **4♦, 4♥ Transfer**
Forcing Stayman **Smolen** off staym X
 2♥ **Transfer to ♠** **Lebensohl** (denies)
 2♠ **range or ♣s**
 2NT **♦s asking +/-** **Other: no stopper implication**

2NT 22 to 23
 Puppet Stayman
Transfer Responses:
Jacoby **Texas**
 3♠ **->3nt; ♠ & ♦s**
 4♣♦ 4c suit, 4M shortness
3NT _____ to _____
 11 major cards in 1/2
Conventional NT Openings
 3♦ may be 4=4=(0-5)
 1♥♦ may be minors GF

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: 1M-3M mixed, 3M-1 weak (comp not)
1NT: Forcing **Semi-forcing** GF/NF
 2NT: Forcing Inv. _____ to _____
 3NT: **weak or ♠+ splint**
Drury **Reverse** **2-Way** **Fit**
Other: 1♥-3nt is ♠+ splint; 3M+1 is weak

RESPONSES

Double Raise: Force Inv. **Weak**
 After Overcall: Force Inv. Weak
 Forcing Raise: **J/S in other minor**
Single raise **Other: 1♦-2♦ invert**
 Frequently bypass 4+♦
 1NT/1♣ 8-11hpc to 5+♠
 2NT Forcing Inv. **naturato ♣s** gf
 3NT: **natural** to or 4414
Other over 1♦, 3♣ is minors <invite

SLAM CONVENTIONS Gerber 4NT: Blackwood RKC 1430
 RKC 0314 stack with shortest suit at back (answer keycard yourself)

4♣ ZZ takes precedence over mulberry except when 8-11hpc opp. strong 1♠
 vs Interference: DOPI DEPO Level: 4♠ tranfr RKC 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)
A (K) x	A (K)J x
K(Q) x	A J(T)9
Q(J) x	K T(9) x
J(T)9	K Q(J) x
K(Q)T 9	J(T)9 x

DEFENSIVE CARDING

Standard: vs SUITS vs NT
 Except
 lots of suit preference
king power v NT->unblock
 Upside-Down:
 count
 attitude

FIRST DISCARD

Lavinthal
 Odd/Even
UD attitude
OTHER CARDING s/p+++
 Smith Echos/p
 Trump Suit Pref.
 Foster Echo

LENGTH LEADS:

4th Best vs SUITS vs NT
 3rd/5th Best vs SUITS vs NT
 2/4th through declarer, 3/5th in p's suit at NT
Exceptions: anyone else's suit, side suit preempt
Primary signal to partner's leads
 Attitude Count Suit preference

DESCRIBE RESPONSES/REBIDS

DESCRIBE	RESPONSES/REBIDS
2♣ <u>10</u> to <u>15</u> HCP Strong <input type="checkbox"/> Other <input type="checkbox"/> 2♦ Resp: Neg <input type="checkbox"/> Waiting <input type="checkbox"/>	6+ ♣s 2♦ = invite or better, art 2♣-2♦-3NT 5=6 black, 3♥ 2=under txfrs
2♦ <u>10</u> to <u>15</u> HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	4415 minus a card 2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>
2♥ <u>5</u> to <u>12</u> HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	3♣ max, 3♦ mid 3M weak, 3oM natural 2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>
2♠ <u>5</u> to <u>12</u> HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	3nt over 2nt solid relay over answer: BLMH 2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>

OTHER CONV. CALLS: New Minor Forcing: 2-Way NMF 2♦ game force
 Weak Jump Shifts: In Comp. Not in Comp. **only 1♥-2♠ is <invitational**
4th Suit Forcing: 1 Rd. Game usually; 2130 on countdowns ex 1♦1♥1♠
 1♥1♠2♣2♦ for natural game force, 2♠ for 54 pickup, beyond transfers invite
 Lebensohl: Q stayman w/ shortness; oM minors shortness; 3NT minors no shortness

SPECIAL CARDING PLEASE ASK

System Summary Form, 2020 INV1

Team:	Fleisher	Last Updated	May 12, 2020 at 17:10
Players:	Joe Grue - Brad Moss		

[Click here to see their ACBL convention card in a new window](#)
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Bids that Require Advance Preparation

1♥ - 1♠ is like a forcing NT with any number of spades, then transfer rebids by opener.
1♥-1N is GF relay
1♥-2♣ is 5+♠ constructive to invitational

1♠-2♣ is GF Relay
1♠-2♦ is 5+♥ constructive to invitational
1♠-3♣ is 6+♥ hearts wide ranging

General Bidding Style

Precision when NV and in fourth seat any vul, open all 10s and possibly upgradable 9 in 1-2 not vul
Natural when Vul except fourth seat

14-16 NT 1/2 NV, 15-17 1/2 Vul and 4th seat any vul
12-16 NT 3rd NV. 1NT can be upgraded and off shaped for all ranges except 12-16 range can't be upgraded

Third seat NV 2♦ is like a precision 2♣ but for ♦
third seat nv 1♦ is 3+ and may have longer clubs since 1c is strong and art and frequent 4 card majors.

Overcalls white can be very light. Third seat white actions can be wide ranging.

Opening Leads AND Leads in the Middle of the Hand

Against suits, 3/5 + Rusinow, 2/4 through declarer
Against NT, 4th best except 3/5 in partner's suit, 2/4 through declarer, Rusinow

Rusinow exceptions:
Not on if preemptor leads a different suit
Not in partner's shown suit, including implied suits ie (1S)-X, partner has "shown" oM.

Not on in dummy's known suit.
Not on in declarers suit

Defensive Signals

UDCA
Lots of a suit preference including in Smith Echo scenarios