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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
3♣ **strong**
3♦ **strong**
3♥ **strong**
3♠ **strong**
5-card Major common
System on over **double**
2♣ Stayman Puppet
2♦ **Transfer to ♥** 4♦, 4♥ **Transfer**
Forcing Stayman **Smolen**
2♥ **Transfer to ♠** **Lebensohl** (**fast denies**)
2♠ **relay to 2NT:** **Neg. Double** thru 3 level
2NT **relay to 3♣** **Other:**

2NT 20 to 22
Puppet Stayman
Transfer Responses:
Jacoby **Texas**
3♠ **relay to 3NT**
3NT 19 to 21
strong long minor

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

MINOR OPENING

Expected Min. Length 4 3 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♣ to
2NT Forcing Inv. 11 to 12
3NT: 13 to 15
Other:

SPECIAL DOUBLES

After Overcall: **Penalty**
Negative thru 3♠
Responsive : thru 3♠ Maximal
Support: Dbl. thru 2 major **Redbl**
Card-showing Min. Offshape T/O

NOTRUMP OVERCALLS

Direct: 15 to 18 Systems on
Conv.
Balancing: 10 to 14
Jump to 2NT: Minors 2 Lowest
Conv. **x in passout is majors**

DEFENSE VS NOTRUMP

vs: weak strong
2♣ **majors** **majors**
2♦
2♥
2♠
Dbl:
Other:
x in passout is majors

SIMPLE OVERCALL

1 level to 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

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:

VS Opening Preempts Double Is

Takeout thru **Penalty**
Conv. Takeout:
Lebensohl 2NT Response
Other:

SLAM CONVENTIONS Gerber : 4NT: Blackwood RKC 1430

vs Interference: DOPI DEPO Level: 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)**
(A)(K)x **T**9x **(A)(K)(J)**x **A** **Q**Jx
KQx **K** **J**Tx **A** **J**T9 **A** **T**9x
QJx **K** **T**9x **K** **Q**Jx **(K)** **Q**T9
JT9 **Q** **T**9x **(Q)** **J**Tx **Q** **T**9x
KQ **T**9 **(J)**T9x **(T)**9 **(X)**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

DEFENSIVE CARDING

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

FIRST DISCARD

Lavinthal
Odd/Even

OTHER CARDING

Smith Echo
Trump Suit Pref.
Foster Echo

DESCRIBE RESPONSES/REBIDS

2♣ to HCP
Strong **Other**
2♦ Resp: **Neg** **Waiting**
2♦ 5 to 11 HCP
Natural: **Weak** **Intermediate** **Strong** **Conv.** 2NT Force **New Suit** **NF**
2♥ 5 to 11 HCP
Natural: **Weak** **Intermediate** **Strong** **Conv.** 2NT Force **New Suit** **NF**
2♠ 5 to 11 HCP
Natural: **Weak** **Intermediate** **Strong** **Conv.** 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 Rd. Game **except 1♠**

Wolff signoff

Intermediate jumps to 2 of major by unpassed hand; fit jumps by passed hand

SPECIAL CARDING PLEASE ASK