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GENERAL APPROACH

2 over 1

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 17
3♣ Puppet
3♦ 5-5 majors forc
3♥ 3-1 (4-5)
3♠ 1-3 (4-5)
5-card Major common []
System on over Db1 & 2♣
2♣ Stayman [] Puppet []
2♦ Transfer to ♥ [] 4♦, 4♥ Transfer []
Forcing Stayman [] Smolen []
2♥ Transfer to ♠ [] Lebensohl [] (F denies)
2♠ Size or ♣ Neg. Double []
2NT ♦ or Minors Other: 2♦ -2♥ -2♠ -> forces 2NT

2NT 20 to 21
Puppet Stayman []
Transfer Responses:
Jacoby [] Texas []
3♠ forces 3NT,
Smolen
3NT to
gambling

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 [] Splitter []
Other: JR = mixed; JS/OM = limit
1NT: Forcing [] Semi-forcing []
2NT: Forcing [] Inv. [] to
3NT: heavy to 1/4
Drury []: Reverse [] 2-Way [] Fit []
On over 1♠ or X
Other: 3 lower, natural invite

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♣ 6 to 10
2NT Forcing [] Inv. [] 13 to 15
3NT: 16 to 17-4333
Other splinters: 1♦ - 3♣ invites

SPECIAL DOUBLES

After Overcall: Penalty []
Negative [] thru 7♥
Responsive [] : thru 4♥ Maximal []
Support: Db1. [] thru 2♥ Redbl []
Card-showing [] Min. Offshape T/O []
snap one level: Rkz two level

NOTRUMP OVERCALLS

Direct: 15 to 18 Systems on []
Conv. []
Balancing: 10 to 16 SO
Jump to 2NT: Minors [] 2 Lowest []
Conv. []

DEFENSE VS NOTRUMP

vs:
2♣ ♦ or M/m
2♦ ♥
2♥ Majors
2♠ ♠
Db1: strong
Other 2N=♣; 3♣=minors
3♦ = Big Majors; PH dbl = ♣

SIMPLE OVERCALL

1 level 7 to 18 HCP (usually)
often 4 cards [] very light style []
Responses
New Suit: Forcing [] NF Const [] NF []
Jump Raise: Forcing [] Inv. [] Weak []
1 under JS = Mixed

JUMP OVERCALL

Strong [] Intermediate [] Weak []

OPENING PREEMPTS

Sound Light Very Light
3/4-bids [] [] []
Conv./Resp. new suit forcing

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 4♠ Penalty []
Conv. Takeout: Leaping Michaels
Lebensohl 2NT Response []
Other:

SLAM CONVENTIONS Gerber []: 4NT: Blackwood [] RKC [] 1430 []

Exclusion (0-3); Over preempt, 4♣ Mod KC (0-1-11/2-2)

Gerber (0314, 2min, 2max), Specific kings, RKC, #, Gerber; Redwood

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)
A(K)x T(9)x A(K) J x A(Q) J x
K(Q)x K J(T)x A J(T)9 A T(9)x
Q(J)x K T(9)x K(Q) J x (K) Q T 9
J(T)9 Q T(9)x Q(J) T x Q T(9)x
K(Q) T 9 J(T)9 x 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

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

FIRST DISCARD

Lavinthal [] []
Odd/Even [] []

OTHER CARDING

Smith Echo Rev [] []
Trump Suit Pref. [] []
Foster Echo [] []

SPECIAL CARDING

PLEASE ASK