

**SPECIAL DOUBLES**

After Overcall: Penalty   
 Negative  thru 4♦  
 Responsive  : thru 4♦ Maximal   
 Support: Dbl  thru 2M Redbl   
 Card-showing  Min. Offshape T/O

**SIMPLE OVERCALL**

1 level 7 to + HCP (usually)  
 often 4 cards  very light style   
**Responses**  
 New Suit: Forcing  NFConst  NF   
 Jump Raise: Forcing  Inv.  Weak   
 1-level F: jump Q = mixed

**JUMP OVERCALL**

Strong  Intermediate  Weak

**OPENING PREEMPTS**

Sound Light Very Light  
 3/4-bids     
 Conv./Resp. 4♣ PKC; Namyats

**DIRECT CUEBID**

OVER: Minor Major  
 Natural    
 Strong T/O    
 Michaels

**NOTRUMP OVERCALLS**

Direct: 15 to 18 Systems on   
 Conv.   
 Balancing: 11 to 15  
 Jump to 2NT: Minors  2 Lowest   
 Conv.

**DEFENSE VS NOTRUMP**

vs: strong weak  
 2♣ ♣ + major majors  
 2♦ ♦ + major ♥  
 2♥ ♥ ♠  
 2♠ ♠ 4♠ + 6m  
 Dbl: 1 m or 2 Ms penalty  
 Other over weak: 2NT = 4♥ + 6m

**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 flip flop

**VS Opening Preempts Double Is**

Takeout  thru Penalty   
 Conv. Takeout: \_\_\_\_\_  
 Lebensohl 2NT Response   
 Other: \_\_\_\_\_

**SLAM CONVENTIONS** Gerber : 4NT: Blackwood  RKC  1430   
 4♣ = slam-try in the minor: 4♦ = keycard in the minor

vs Interference: DOPI  DEPO  Level: \_\_\_\_\_ ROPI

**LEADS** (circle card led, if not in bold)

versus Suits		versus Notrump	
<b>x x</b>	x x x x	<b>x x</b>	x x x x
<b>x x x</b>	x x x x x	<b>x x x</b>	x x x x x
<b>A K x</b>	<b>T 9 x</b>	<b>A K J x</b>	<b>A Q J x</b>
<b>K Q x</b>	<b>K J T x</b>	<b>A J T 9</b>	<b>A T 9 x</b>
<b>Q J x</b>	<b>K T 9 x</b>	<b>K Q J x</b>	<b>K Q T 9</b>
<b>J T 9</b>	<b>Q T 9 x</b>	<b>Q J T x</b>	<b>Q T 9 x</b>
<b>K Q T 9</b>		<b>J T 9 x</b>	<b>T 9 x x</b>

**LENGTH LEADS:**

4th Best vs SUITS  vs NT   
 3rd/5th Best vs SUITS  vs NT   
 K att; A/Q ub Attitude vs NT

**Primary signal to partner's leads**  
 Attitude  Count  Suit preference

**DEFENSIVE CARDING**

vs SUITS vs NT  
 Standard:    
 Except   
 9, 10 = 0 or 2 higher  
 Upside-Down: count  attitude   
**FIRST DISCARD**  
 Lavinthal    
 Odd/Even    
**OTHER CARDING**  
 Smith Echo    
 Trump Suit Pref.    
 Foster Echo

**SPECIAL CARDING  PLEASE ASK**

Last modified: Apr 08 2017 21:55

NAMES Mike Levine - Eddie Wold; 1430



**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  Namyats

**NOTRUMP OPENING BIDS**

1NT 15 to 17  
 to \_\_\_\_\_  
 5-card Major common   
 System on over X, 2♣  
 2♣ Stayman  Puppet   
 2♥ Transfer to ♥  4♦, 4♥ Transfer   
 Forcing Stayman  Smolen   
 2♥ Transfer to ♠  Lebensohl  (xfer denies)  
 2♠ size or ♣ Neg. Double   
 2NT ♦ Other: pen X: XX --> 2♣

2NT 20 to 21

Puppet Stayman   
**Transfer Responses:**  
 Jacoby  Texas   
 3♣ forces 3NT  
 then 4m = opp. m

3NT \_\_\_\_\_ to  
 broken 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: 1-under const, 2-under 13+ sin  
 1NT: Forcing  Semi-forcing   
 2NT: Forcing  Inv.  \_\_\_\_\_ to \_\_\_\_\_  
 3NT: \_\_\_\_\_ to \_\_\_\_\_  
 Drury : Reverse  2-Way  Fit   
 Other: 3-under limit or void 12+

**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: GF  
 Frequently bypass 4+♦   
 1NT/1♣ \_\_\_\_\_ to \_\_\_\_\_  
 2NT Forcing  Inv.  \_\_\_\_\_ to \_\_\_\_\_  
 3NT: \_\_\_\_\_ to \_\_\_\_\_  
 Other 2♣ or 3♣ wk; 2♦ or 2♠ LR

**DESCRIBE**

**RESPONSES/REBIDS**

_____ to _____ HCP	2♥ = negative	X, XX = negative
2♣ Strong <input checked="" type="checkbox"/> Other <input type="checkbox"/>	2♦ Resp: Neg <input type="checkbox"/> Waiting <input type="checkbox"/>	
2♦ 5 to 10 HCP	Natural: Weak <input checked="" type="checkbox"/> intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	Rodwell
2♥ 5 to 10 HCP	Natural: Weak <input checked="" type="checkbox"/> intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	3♣ = good, 3M = bad
2♠ 5 to 10 HCP	Natural: Weak <input checked="" type="checkbox"/> intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/>
		3♦ = oM, 3♠ = minor
		2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/>

**OTHER CONV. CALLS:** New Minor Forcing:  2-Way NMF  3♣ weak  
 Weak Jump Shifts: In Comp.  Not in Comp.   
 4th Suit Forcing: 1 Rd.  Game  unusual/unusual 1st up  
 after 1NT overcall: Stayman and xfers