



### SPECIAL DOUBLES

After Overcall: **Penalty**  \_\_\_\_\_  
 Negative  thru 7♥  
 Responsive  : thru 4♥ Maximal   
**Support: Dbl.**  thru 2♥ Redbl   
 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   
 xfer responses: JQ mixed; FJS

### 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

**SLAM CONVENTIONS** Gerber : 4NT: Blackwood  RKC  1430   
 Gerber: 14302m2M; PoorMan'sBW (DOP1); Exc: 3014

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 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

### SPECIAL CARDING

### NOTRUMP OVERCALLS

**Direct:** 15 to 18 Systems on   
 Conv.  \_\_\_\_\_  
**Balancing:** 10 to 15  
 Jump to 2NT: Minors  2Lowest   
 Conv.  2♣/q aft bal; xers higher lv

### DEFENSE VS NOTRUMP

vs: Weak \_\_\_\_\_ Strong \_\_\_\_\_  
 2♣ Majors \_\_\_\_\_  
 2♦ 1 major \_\_\_\_\_  
 2♥ Capp \_\_\_\_\_  
 2♠ Capp \_\_\_\_\_  
 Dbl: Penalty \_\_\_\_\_ Dobi \_\_\_\_\_  
 Other \_\_\_\_\_

### 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 Xfer over 1M x

### VS Opening Preempts Double Is

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

### DEFENSIVE CARDING

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

### FIRST DISCARD

Lavinthal    
 Odd/Even    
 UDCA

### OTHER CARDING

Smith Echo    
 Trump Suit Pref.    
 Foster Echo

### PLEASE ASK

**NAMES** Michael Radin Michael lipkin

### 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 14+ to 17  
 \_\_\_\_\_ to \_\_\_\_\_  
 5-card Major common   
 System on over X,2c  
 2♣ Stayman  Puppet   
 2♦ Transfer to ♥  4♦, 4♥ Transfer   
 Forcing Stayman  Smolen   
 2♥ Transfer to ♠  Lebensohl  (Fast denies)  
 2♠ Range \_\_\_\_\_ Neg. Double   
 2NT Diamonds BIL. Other: xfer lebensold \_\_\_\_\_ baze \_\_\_\_\_

2NT 20 to 21  
 Puppet Stayman   
**Transfer Responses:**  
 Jacoby  Texas   
 3♠ xfer to 3nt \_\_\_\_\_

3NT \_\_\_\_\_ to \_\_\_\_\_  
 Gambling \_\_\_\_\_

### Conventional NT Openings

### MAJOR OPENING

Expected Min. Length	4	5
1st/2nd	<input type="checkbox"/>	<input checked="" type="checkbox"/>
3rd/4th	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

### RESPONSES

Double Raise: Force  Inv.  Weak   
 After Overcall: Force  Inv.  Weak   
 Conv. Raise: 2NT  3NT  Splinter   
 Other: Bergen \_\_\_\_\_  
 1NT: Forcing  Semi-forcing   
 2NT: Forcing  Inv.  \_\_\_\_\_ to \_\_\_\_\_  
 3NT: \_\_\_\_\_ to \_\_\_\_\_  
 Drury : Reverse  2-Way  Fit   
 Other: Xfer/x 1♠-3♥ Inv

### MINOR OPENING

Expected Min. Length	4	3	0-2	Conv.
1♣	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
1♦	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

### RESPONSES

Double Raise: Force  Inv.  Weak   
 After Overcall: Force  Inv.  Weak   
 Forcing Raise: J/S in other minor   
 Single raise  Other: 1-3 mxd; 2s= LR  
 Frequently bypass 4+♦  mixed jump  
 1NT/1♣ 6 to 10  
 2NT Forcing  Inv.  \_\_\_\_\_ to \_\_\_\_\_  
 3NT: 15 to 17  
 Other 1♦-3♣ Inv; 1m - 2♥=5♠+4♥

### DESCRIBE

### RESPONSES/REBIDS

2♣ _____ to _____ HCP Strong <input checked="" type="checkbox"/> Other <input type="checkbox"/> 2♦ Resp: Neg <input type="checkbox"/> Waiting <input type="checkbox"/>	Steps, cheapest 3 level 2nd neg-kokish
2♦ _____ to _____ 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"/>
2♥ _____ to _____ 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"/>
2♠ _____ to _____ 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"/>

### OTHER CONV. CALLS: New Minor Forcing: 2-Way NMF

Weak Jump Shifts: In Comp.  Not in Comp.  FitJS in comp and PH

4th Suit Forcing: 1 Rd.  Game  Unusual vs unusual