



### SPECIAL DOUBLES

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

### NOTRUMP OVERCALLS

Direct: 15 to 18 Systems on   
 Conv.  \_\_\_\_\_  
 Balancing: 10 to 16 \_\_\_\_\_  
 Jump to 2NT: Minors  2Lowest   
 Conv.  \_\_\_\_\_

NAMES Gillian Minter and Joe Grue

### 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  \_\_\_\_\_

### SIMPLE OVERCALL

1 level 6 to 16 HCP (usually)  
 often 4 cards  very light style

#### Responses

New Suit: Forcing  NFConst  NF   
 Jump Raise: Forcing  Inv.  Weak   
 Jump q = mixed, WJS

### 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    
 (1c) - 2c = michael's (this is new) (1c) 2c = weak jump

### DEFENSE VS NOTRUMP

vs: Strong Weak  
 2♣ majors Majors  
 2♦ D+ maj D+ maj  
 2♥ H H  
 2♠ S S  
 Dbl: c+M Pen  
 Other Dbl penalty atimps  
 Dbl and redbl = clarify

### 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 2c = const raise, 1Y-X-3Y Mx

### VS Opening Preempts Double Is

Takeout  thru 4♠ Penalty   
 Conv. Takeout: \_\_\_\_\_  
 Lebensohl 2NT Response   
 Other: jump

**SLAM CONVENTIONS** Gerber : 4NT: Blackwood  RKC  1430   
 5NT = specific K

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

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

versus Suits	versus Notrump
<b>(X)X</b> x x <b>(X)X</b>	<b>x x</b> <b>(X)X(X)</b>
<b>(X)X(X)</b> x x x <b>(X)X</b>	<b>(X)X(X)</b> x <b>(X)X(X)</b>
<b>(A)K</b> x <b>(T)9</b> <b>(X)</b>	<b>(A)K</b> J x <b>A Q</b> J x
<b>K</b> Q x <b>K J</b> T x	<b>A J</b> T 9 <b>A T</b> 9 x
<b>Q</b> J x <b>K T</b> 9 x	<b>K Q</b> J x <b>K Q</b> T 9
<b>J</b> T 9 <b>Q T</b> 9 x	<b>Q J</b> T x <b>Q T</b> 9 x
<b>K</b> Q T 9	<b>J T</b> 9 x <b>T</b> 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   
 suit preference  
 Upside-Down:  
 count    
 attitude    
**FIRST DISCARD**  
 Lavinthal    
 Odd/Even

#### OTHER CARDING

Smith Echo    
 Trump Suit Pref.    
 Foster Echo

### NOTRUMP OPENING BIDS

1NT 14+ to 17  
 \_\_\_\_\_ to \_\_\_\_\_  
 5-card Major common  3♥ 31(5/4)  
 System on over X,2c 3♠ 13(5/4)  
 2♣ Stayman  Puppet   
 2♦ Transfer to ♥  4♦, 4♥ Transfer  delayed  
 Forcing Stayman  Smolen   
 2♥ Transfer to ♠  Lebensohl  (Fast denies)  
 2♠ Range / or Club Neg. Double  \_\_\_\_\_  
 2NT Diamonds \_\_\_\_\_ Other: Jump = Spl/Stay, Jac \_\_\_\_\_

2NT 20 to 21

Puppet Stayman   
**Transfer Responses:**  
 Jacoby  Texas   
 3♠ \_\_\_\_\_

3NT Gamb to 1st & 2nd

**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: 1-3 mixed, 3c=3cd L.R. 3d=4cd  
 1NT: Forcing  Semi-forcing   
 2NT: Forcing  Inv.  \_\_\_\_\_ to \_\_\_\_\_  
 3NT: \_\_\_\_\_ to \_\_\_\_\_  
 Drury : Reverse  2-Way  Fit   
 Other: Jac 2NT: 3M strong, 3nt=med

### MINOR OPENING

Expected Min. Length 4 3 **NF** 0-2 Conv.  
 1♣      
 1♦

#### RESPONSES

Double Raise: Force  Inv.  Weak   
 After Overcall: Force  Inv.  Weak   
 Forcing Raise: J/S in other minor   
 Other: 1c = 2d = mixed club raise  
 Single raise  Other: Inv+  
 Frequently bypass 4+♦   
 1NT/1♣ 6 to 10  
 2NT Forcing  Inv.  11 to 12  
 3NT: 13 to 15  
 Other 1c - 2d = mixed club raise

### DESCRIBE

### RESPONSES/REBIDS

DESCRIBE	RESPONSES/REBIDS
2♣ <u>22</u> to <u>+</u> HCP Strong <input type="checkbox"/> Other <input type="checkbox"/> 2♦ Resp: Neg <input type="checkbox"/> Waiting <input type="checkbox"/>	Kokish Dbl by O or R takeout
2♦ <u>5</u> to <u>11</u> HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	3♣ = Good, 3M = Natural 2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>
2♥ <u>5</u> to <u>11</u> HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	Feature ask 2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>
2♠ <u>5</u> to <u>11</u> HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	Feature ask 2NT Force <input 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.  (1h) - P - (2h) - 2NT = m's  
 4th Suit Forcing: 1 Rd.  Game  (1s) - P - (2s) - 2NT = Two Suits  
 Un vs. Un 1m(1nt)2c=majors 1C-1D-1H-1S= 4 spades GF 2S=4SF  
 Wolff signoff (3x)- 3NT-(P)- 4♦/♥ transfer 6+ cards  
 2♦ is NMF after 1♣-1M-2♣ 1D-3C, 1S-3H= Invitational 6+ cards

### SPECIAL CARDING

### PLEASE ASK