



NAMES Andrew Rosenthal - \Aaron Silverstein

**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  
to  
5-card Major common   
System on over 2♣/art X  
2♣ Stayman  Puppet   
2♦ Transfer to ♥  4♦, 4♥ Transfer   
Forcing Stayman  Smolen   
2♥ Transfer to ♠  Lebensohl  (fast denies)  
2♠ Size ask or ♣ Neg. Double   
2NT ♦, 3♦ accepts Other: Transfer Leb

**2NT** 20 to 21  
Puppet Stayman   
**Transfer Responses:**  
Jacoby  Texas   
3♠ >3N. Slam try  
in 1 or both minors  
**3NT** \_\_\_\_\_ to \_\_\_\_\_  
gambling \_\_\_\_\_

**Conventional NT Openings**  
Modified DONT/Pen X  
Old BAZE/Stayman & Xfer

**MAJOR OPENING**

Expected Min. Length 4 5  
1st/2nd    
3rd/4th

**MINOR OPENING**

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

**RESPONSES**

Double Raise: Force  Inv.  Weak   
After Overcall: Force  Inv.  Weak   
Conv. Raise: 2NT  3NT  Splitter   
Other: Bergen; JR Mixed/overcall  
1NT: Forcing  Semi-forcing   
2NT: Forcing  Inv.  \_\_\_\_\_ to \_\_\_\_\_  
3NT: Good to 1-4  
Drury  Reverse  2-Way  Fit   
2♣ rebid/IN=♣ or BAL  
Other: 1♠-3♥=Inv; Bergen; Bart

**RESPONSES**

Double Raise: Force  Inv.  Weak   
After Overcall: Force  Inv.  Weak   
Forcing Raise: J/S in other minor   
Single raise  Other: JSom=Mixed  
Frequently bypass 4+♦   
1NT/1♣ 9-11 to 6-10/1♦  
2NT Forcing  Inv.  F/1♠ to I/1♦  
3NT: 16-18/1♣ to 13-15/1♦  
Other Jump raise mixed/overcall

**SPECIAL DOUBLES**

After Overcall: Penalty  \_\_\_\_\_  
Negative  thru \_\_\_\_\_  
Responsive  : thru \_\_\_\_\_ Maximal   
Support: Dbl.  thru 2x-1 Redbl   
Card-showing  Min. Offshape T/O

**NOTRUMP OVERCALLS**

**Direct:** 15+ to 18 Systems on   
**Conv.**  Balancing range varies  
**Balancing:** 10/12 to 15/17  
Jump to 2NT: Minors  2 Lowest   
**Conv.**  Bal jump to 2N=19-21

**DEFENSE VS NOTRUMP**

vs: all  
2♣ Both Majors 2♦ asks  
2♦ 1 Major  
2♥ ♥+minor  
2♠ ♠+minor  
Dbl: Penalty \_\_\_\_\_ System On \_\_\_\_\_  
Other PH double = 1 minor

**SIMPLE OVERCALL**

1 level 7 to 17 HCP (usually)  
often 4 cards  very light style   
**Responses**  
New Suit: Forcing  NF Const  NF   
Jump Raise: Forcing  Inv.  Weak   
XX=doubleton in pard's suit

**JUMP OVERCALL**

Strong  Intermediate  Weak

**OVER OPP'S T/O DOUBLE**

New Suit Forcing: 1 level  2 level   
Jump Shift: Forcing  Inv.  Weak   
Redouble implies no fit

**OPENING PREEMPTS**

Sound Light Very Light  
3/4-bids     
Conv./Resp. 4♣ KC (0,1,1w,2,2w)

**2NT Over Limit+ Limit Weak**

Majors     
Minors     
Other 3♣ or JSom = Mixed Raise

**DIRECT CUEBID**

OVER: Minor Major  
Natural    
Strong T/O    
Michaels    
Sandwich Seat: Opener's suit=Michael

**VS Opening Preempts Double Is**

Takeout  thru \_\_\_\_\_ Penalty   
Conv. Takeout: Leb only after 2!M  
Lebensohl 2NT Response   
Other: Transfers when we overcall

**SLAM CONVENTIONS** Gerber  4NT: Blackwood  RKC  1430

Redwood 1430 responses; Exclusion 0,1,2,3 response

DIPO through 5 of our suit. 1 or 4, 0 or 3, 2w/o

vs Interference: DOPI  DEPO  Level: \_\_\_\_\_ >5 our suit \_\_\_\_\_ 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)      |
| (A)K x       | T 9 x          |
| K Q x        | K J T x        |
| Q J x        | K T 9 x        |
| J T 9        | Q T 9 x        |
| K Q T 9      | J T 9 x        |

**DEFENSIVE CARDING**

Standard:     
Except   
Upside-Down: \_\_\_\_\_  
count    
attitude

**FIRST DISCARD**

Lavinthal    
Odd/Even

**OTHER CARDING**

Smith Echo    
Trump Suit Pref.    
Foster Echo

**LENGTH LEADS:**

4th Best vs SUITS  vs NT   
3rd/5th Best vs SUITS  vs NT   
K power lead vs. NT Attitude vs NT

**Primary signal to partner's leads**

Attitude  Count  Suit preference

**SPECIAL CARDING**

**PLEASE ASK**

**DESCRIBE RESPONSES/REBIDS**

| DESCRIBE   | RESPONSES/REBIDS   |
|--|--|
| 2♣ _____ to _____ HCP<br>Strong <input type="checkbox"/> Other <input type="checkbox"/> Kokish<br>2♦ Resp: Neg <input type="checkbox"/> Waiting <input type="checkbox"/> 2♦ = GF | 2♥ = Double Neg<br>X = Dbl Neg   |
| 2♦ <u>5</u> to <u>10</u> HCP<br>Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>      | Feature<br>2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/> |
| 2♥ <u>5</u> to <u>10</u> HCP<br>Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>      | Feature<br>2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/> |
| 2♠ <u>5</u> to <u>10</u> HCP<br>Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>      | Feature<br>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.  Fit showing JS to 4 level only

4th Suit Forcing: 1 Rd.  Game

Transfers/2N rebids: Special rebids after 1M-2♣

U v. U: Vs. Strong 1♣ CRASH; Vs. Strong 2♣: X=Majors