

**SPECIAL DOUBLES**

After Overcall: **Penalty**  \_\_\_\_\_  
 Negative : thru 3♠  
 Responsive : thru 2♠ Maximal   
 Support: **Dbl.**  thru 2 of major **Redbl**   
 Card-showing  **Snapdragon**

**SIMPLE OVERCALL**

1 level: 8 to 15 HCP (usually)  
 often 4 cards  very light style   
**Responses**  
 New Suit: Forcing  NFConst  NF   
 Jump Raise: Forcing  Inv.  Weak

**JUMP OVERCALL**

**Strong**  **Intermediate**  **Weak**

**OPENING PREEMPTS**

	Sound	Light	Very Light
3/4-bids	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		(Vul)	(Non-Vul)

Conv./Resp. \_\_\_\_\_

**DIRECT CUEBID**

OVER:	Minor	Major	Artif. Bid
Natural	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Strong T/O	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Michaels	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

**Good-Bad Michaels (HUB + 1 other suit)**

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

Odd/Even Gerber (1 or 4, 0 or 3, 2 with odd K's, 2 with even K's)

Exclusion Key Card Blackwood (1430)

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

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

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

**Low from xx asks for ruff; 0 or 2 higher**

**Primary signal to partner's leads**

Attitude  Count  Suit preference

**NOTRUMP OVERCALLS**

**Direct:** 12 to 15 Systems on   
**Conv.**  **Sandwich NT**  
**Balancing:** 12 to 15  
 Jump to 2NT: Minors  2 Lowest   
**Conv.**  \_\_\_\_\_

**DEFENSE VS NOTRUMP**

<b>vs:</b>	<b>Strong</b>	<b>Weak</b>
2♣	♣ + other suit	1-suiter
2♦	♦ + a major	majors
2♥	majors	♥ + a minor
2♠	weak spades	♠ + a minor
Dbl:	1-suiter	optional

**Other:** \_\_\_\_\_

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

New Suit Forcing: 1 level  2 level   
 Jump Shift: Weak after 1♣, 1♦ open  
 Redouble implies no fit   
**2NT Over Limit+ Limit Weak**  
**Majors**     
 1♦     
**Other:** \_\_\_\_\_

**VS Opening Preempts Double Is**

Takeout  thru 4♠ **Penalty**   
**Conv. Takeout: 4NT over 4♠ = 2 suits**  
**Lebensohl 2NT Response**   
**Other:** \_\_\_\_\_

**DEFENSIVE CARDING**

	vs SUITS	vs NT
Standard:	<input type="checkbox"/>	<input type="checkbox"/>
Except <input type="checkbox"/>		

Upside-Down:  
 count    
 attitude

**FIRST DISCARD**

Lavinthal	<input type="checkbox"/>	<input type="checkbox"/>
Odd/Even	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>

**OTHER CARDING**

Reverse Smith Echo	<input type="checkbox"/>	<input type="checkbox"/>
Trump Suit Pref.	<input type="checkbox"/>	<input type="checkbox"/>
Foster Echo	<input type="checkbox"/>	<input type="checkbox"/>

**SPECIAL CARDING**  **PLEASE ASK**

**NAMES:** Elliot Grant (#2184605) / Jacob Davenport (#1268767)

**GENERAL APPROACH**

**Eastern Mysticism:** Strong Club • Weak NT • 2-over-1  
**TWO OVER ONE:** Game Forcing  (except 1♦-2 of a minor = inv+)  
**VERY LIGHT:** Openings  3rd Hand  Overcalls  Preempts   
**FORCING OPENING:** 1♣  2♣  Natural 2 Bids  **Other**  \_\_\_\_\_

**NOTRUMP OPENING BIDS**

**1NT**  
 11 to 13 (1st, 2nd seat) 3♣ **RKCB**  
 13 to 15 (3rd, 4th seat) 3♦ **RKCB**  
 5-card Major common  3♥ **RKCB**  
 System on over 2♣ 3♠ **RKCB**  
 2♣ Stayman  Puppet  4♦, 4♥, 4♠, 5♣ **Excl. KCB**  
 2♦ **Transfer to** ♥  **Smolen**   
**Forcing Stayman**  **Transfer Lebensohl**  
 2♥ **Transfer to** ♠   (direct denials)  
 2♠ **Relay to** ♣  **Neg. Double**  \_\_\_\_\_  
 2NT Invitational **Other: Garbage Stayman, DONT Escapes**

**2NT Unusual (minors)**

**Puppet Stayman**

**Transfer Responses:**

**Jacoby**  **Texas**

3♠ \_\_\_\_\_

**3NT: Gambling**

**Conventional NT Openings**

**MAJOR OPENING**

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

**Other:** 11-15 pts, may hide longer minor

**RESPONSES**

**Double Raise:** Force  Inv.  **Weak**   
**After Overcall:** Force  Inv.  **Weak**   
**Conv. Raise:** 2NT  3NT  **Splinter**   
**Other: Jump shift is preemptive**  
**1NT:** **Forcing**  **Semi-forcing**   
 (by passed hand)  
**2NT:** **Forcing**  (modified Jacoby)  
**3NT:** 3-card support, flat hand  
**Drury** : **Reverse**  **2-Way**  **Fit**   
**Other:** \_\_\_\_\_

**1♣ OPENING AND RESPONSES**

**1♣: 16+ pts [or 8+ tricks], any distribution**  
 1♦: 0-7 pts  
 1♥, 1♠: 8-12 pts, Walsh  
 1NT: 13+ pts, any distribution  
 2♣, 2♦: 8-12 pts, no 4-card major  
 2♥, 2♠, 3♣, 3♦: preemptive

**1♦ OPENING AND RESPONSES**

**1♦: 11-15 pts, NF; min. exp. length is 0**  
 Pass: 0-7 pts, no 4-card major  
 1♥, 1♠: 0-12 pts, Walsh  
 1NT: 6-9 pts, balanced  
 2♣: 10+ pts, minor single-suiter  
 2♦: 10+ pts, both minors  
 2NT: 10-12 pts, no major  
 2♥, 2♠: 13+ pts, 4+ cards  
 3 of a suit: preemptive

**DESCRIBE****RESPONSES/REBIDS**

2♣ 5 to 10 HCP Strong <input type="checkbox"/> <b>Other</b> <input type="checkbox"/> <b>Weak 2-suiter</b> 2♦ Resp: Asks for cheapest suit (5-5 in any 2 suits)	<b>New Suit NF</b> <input type="checkbox"/> (except for 2♦)
2♦ 5 to 10 HCP Natural: <b>Weak</b> <input type="checkbox"/> <b>Intermed</b> <input type="checkbox"/> <b>Strong</b> <input type="checkbox"/> <b>Conv</b> <input type="checkbox"/>	<b>2NT Force</b> <input type="checkbox"/> <b>New Suit NF</b> <input type="checkbox"/>
2♥ 5 to 10 HCP Natural: <b>Weak</b> <input type="checkbox"/> <b>Intermed</b> <input type="checkbox"/> <b>Strong</b> <input type="checkbox"/> <b>Conv</b> <input type="checkbox"/>	<b>2NT Force</b> <input type="checkbox"/> (Ogust) <b>New Suit NF</b> <input type="checkbox"/>
2♠ 5 to 10 HCP Natural: <b>Weak</b> <input type="checkbox"/> <b>Intermed</b> <input type="checkbox"/> <b>Strong</b> <input type="checkbox"/> <b>Conv</b> <input type="checkbox"/>	<b>2NT Force</b> <input type="checkbox"/> (Ogust) <b>New Suit NF</b> <input type="checkbox"/>

**OTHER CONV. CALLS:**

**Checkback Stayman** (1♦-1♥/1♠-1NT-2♣), **NMF** (1♦-1♥-1♠-2♣)  
**Weak Jump Shifts not in Comp.**  (1♣-2♥/2♠ or 1♦-3♣)  
**Unusual vs. Unusual (lower-lower)**