

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: Pass=1 step, X=2 steps (at 4-level) DEPO (at 5-level)

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 ⊗
A K x	A K J x A Q J x
K Q x	A J ⊗ 9 A T ⊗ x
Q J x	K Q J x K Q T 9
J T 9	Q J T x Q T ⊗ 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

Low from xx asks for ruff; 0 or 2 higher

Primary signal to partner's leads

Attitude Count Suit preference

SPECIAL CARDING**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

vs:	Strong	Weak
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	<input type="checkbox"/>	<input type="checkbox"/>
attitude	<input type="checkbox"/>	<input type="checkbox"/>

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"/>

PLEASE ASK

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GENERAL APPROACH

Eastern Mysticism: Strong Club • Weak NT • 2-over-1
TWO OVER ONE: Game Forcing after 1♥, 1♠ opening
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 <input type="checkbox"/>	3♥ RKCB
System on over 2♣	3♠ RKCB
2♣ Stayman <input type="checkbox"/> Puppet <input type="checkbox"/>	4♦, 4♥, 4♠, 5♣ Excl. KCB
2♦ Transfer to ♥ <input type="checkbox"/>	Smolen <input type="checkbox"/>
Forcing Stayman <input type="checkbox"/>	Transfer Lebensohl
2♥ Transfer to ♠ <input type="checkbox"/>	<input type="checkbox"/> (direct denies)
2♠ Relay to ♣	Neg. Double <input type="checkbox"/> : _____
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- or 4-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♠: Any strength
1NT: 6-9 pts, balanced
2♣: 10+ pts, minor single-suiter
2♦: 10+ pts, both minors
2NT: 10-12 pts, no major
2♥, 2♠: Weak 2-suiter
3♣, 3♦: Preemptive

DESCRIBE**RESPONSES/REBIDS**

2♣ 11 to 15 HCP Strong <input type="checkbox"/> Other <input type="checkbox"/> 2♦ Resp: Forcing for 1 round	5-4+ in minors; no 4-card major	2♥/2♠/3♣/3♦: Signoff 2NT/4♣/4♦: Preemptive
2♦ 5 to 10 HCP Natural: Weak <input type="checkbox"/> Intermed <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/>	5-6 diamonds	2NT Force <input type="checkbox"/> (Feature) New Suit NF <input type="checkbox"/>
2♥ 5 to 10 HCP Natural: Weak <input type="checkbox"/> Intermed <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/>	5-6 hearts	2NT Force <input type="checkbox"/> (Ogust) New Suit NF <input type="checkbox"/>
2♠ 5 to 10 HCP Natural: Weak <input type="checkbox"/> Intermed <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/>	5-6 spades	2NT Force <input type="checkbox"/> (Ogust) New Suit NF <input type="checkbox"/>

OTHER CONV. CALLS:

NMF after 1♦ open
 Weak Jump Shifts not in Comp. for auctions: 1♣-2♥/2♠ or 1♦-2♥/2♠/3♣/3♦
 Unusual vs. Unusual (lower-lower)