

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 PREEMHCP

Sound Light Very Light
 3/4-bids
 Conv./Resp. _____

DIRECT CUEBID

OVER: Minor Major Artif. Bid
 Natural
 Strong T/O
 Michaels
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 # of kings, 2 with even # of kings)
 Exclusion Key Card Blackwood (1430), specific kings
 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	T 9 x	A K J x	A Q J x
K Q x	K J ⊗ x	A J ⊗ 9	A T ⊗ x
Q J x	K T ⊗ x	K Q J x	K Q T 9
J T 9	Q T ⊗ x	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. _____
Balancing: 12 to 15
 Jump to 2NT: Minors 2 Lowest
Conv. _____

DEFENSE VS NOTRUMP

2♣ majors
 2♦ 6+ cards in a major
 2♥ 5♥s and 4+ cards in a minor
 2♠ 5♠s and 4+ cards in a minor
Dbl: 4-card major and longer minor
 OR 6+ cards in a minor
 OR strong major-minor
 OR equal strength

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 PreemHCP Double Is

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

DEFENSIVE CARDING

Standard: vs SUITS vs NT
 Except

Upside-Down:
 count
 attitude

FIRST DISCARD

Lavinthal
 Odd/Even

OTHER CARDING

Reverse Smith Echo
 Trump Suit Pref.
 Foster Echo

PLEASE ASK

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

GENERAL APPROACH

Eastern Mysticism: Strong Club • Variable 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 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♠ Minor-suit Stayman Neg. Double _____
 2NT Transfer to ♣ Other: Garbage Stayman, DONT Escapes

2NT Unusual (minors)

Puppet Stayman

Transfer Responses:

Jacoby **Texas**

3♠ _____

3NT: Gambling

Conventional NT Openings

MAJOR OPENING

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

Other: 11-15 HCP, 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+ HCP [or 8+ tricks], any distribution
 1♦: 0-7 HCP
 1♥, 1♠: 8-12 HCP, Walsh
 1NT: 13+ HCP, any distribution
 2♣, 2♦: 8-12 HCP, no 4-card major
 2♥, 2♠, 3♣, 3♦: preemptive

1♦ OPENING AND RESPONSES

1♦: 11-15 HCP, NF; min. exp. length is 0
 Pass: 0-7 HCP, no 4-card major
 1♥, 1♠: Any strength
 1NT: 6-9 HCP, balanced
 2♣, 2♦: 10+ HCP, no major
 2NT: 10-12 HCP, no major
 2♥: weak, 5+ ♠s, 4+ ♥s
 2♠: weak, at least 5-5 in minors
 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: Invitational
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)