



SPECIAL DOUBLES

After Overcall: **Penalty** _____
 Negative thru 7♥
 Responsive : thru 7♠ Maximal
Support: Dbl. thru 2suit Redbl
 Card-showing Min. Offshape T/O
Snapdragon, Spl:lwr, Bergen:TO/Nat

NOTRUMP OVERCALLS

Direct: 15+ to 18 Systems on
Conv. Sys On, don't show (M)
Balancing: 11 to 4m/7+M
 Jump to 2NT: Minors 2Lowest
Conv. Range Stayman

NAMES Cris Barrere & Bob Thomson

GENERAL APPROACH

1M 2/1 2♠: GF Nat or bal. OR 3-c LR
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 5 to 17 HCP (usually)
 often 4 cards very light style
Responses
 New Suit: Forcing NFConst NF
 Jump Raise: Forcing Inv. Weak
2Q: 3-way, 2NT: 4-cLR, 3Q: Mxd

DEFENSE VS NOTRUMP

vs: Direct 1or2 Bal.Pen,Dead
 2♣ Majors ♣+higher
 2♦ One M ♦+higher
 2♥ Nat4+m5+ Majors
 2♠ same Nat
 Dbl: Pen Single suit
Other 2NT: Minors
3-lvl: Nat, M highly inv.

NOTRUMP OPENING BIDS

1NT
14+ to 17
 to _____
 5-card Major common
 System on over X & 2♣*
 2♣ Stayman Puppet
 2♦ Transfer to ♥ 4♦, 4♥ Transfer
Forcing Stayman **Smolen** **Mod 3+5+**
 2♥ Transfer to ♠ **Lebensohl** **(Tfast denies)**
 2♠ >3♣ (Suit:Fit) **Neg. Double** **@2♠**
 2NT >3♦ (Step:Neu) **Other: Spr Acpt: 2N&3M**

3♣ Puppet (3♦: no5-c)
 3♦ 55 Majors inv+
 3♥ 31(54) NS<game:
 3♠ 13(54) KC
 *except if majors

2NT 20 to 21
 Puppet Stayman
Transfer Responses:
Jacoby Texas
 3♠ >3NT minors
 4m opt KC; M:Shrt

3NT _____ to _____
 Gambling wAorK 1or2

Conventional NT Openings
 Baze: 3oM: Shrt
 4♠: KC 4♦: Quant

JUMP OVERCALL

Strong **Intermediate** **Weak**
2NT asks shortness: NLMH

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 /M:trans, tiered Spl. m/FFlop

OPENING PREEMPTS

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

VS Opening Preempts Double Is

Takeout thru 4♠ **Penalty**
Conv. Takeout: Reg lebensohl
Lebensohl 2NT Response
Other: Non & leaping Michaels GF

DIRECT CUEBID

OVER: Minor Major
 Natural
 Strong T/O
 Michaels
2NT starts invite: ♣: p/c @any lvl

MAJOR OPENING

Expected Min. Length 4 5
 1st/2nd 1M-3M:Mx
 3rd/4th

MINOR OPENING

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

RESPONSES

Double Raise: Force Inv. **Weak**
 After Overcall: Force Inv. **Weak**
 Conv. Raise: **2NT** **3NT** **Splinter**
Other: 2M+1:Try; NS:Shrt Tiered Spl
1NT: Forcing **Semi-forcing**
 2NT: Forcing Inv. _____ to _____
 3NT: _____ to _____
Drury **Reverse** **2-Way** **Fit**
Other: 1♥-(1♠)-2♣ Mod Jacoby:LR+
Jump raise: Mixed

RESPONSES

Double Raise: Force Inv. **Weak**
 After Overcall: Force Inv. **Weak**
 Forcing Raise: **J/S in other minor**
Single raise **Other: 1m-2♥:RvFlan**
 Frequently bypass 4+♦ 1m-2♠:Mx
 1NT/1♣ 8 to 10
 2NT Forcing Inv. 11 to 12
 3NT: 13 to 15
Other Wolff/2NT rebid; Mod Spiral

SLAM CONVENTIONS Gerber : 4NT: Blackwood RKC 1430
 KC: M: 3014 One-over, m: Suit itself w agreement <4lvl, 1ovr, or optional.
Specific Kings. Roman Gerber. Exclusion. 4NT open: specific A ask. PKCG
 vs Interference: DOPI DEPO Level: _____ 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 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 T x	A J T 9	A T 9 x
Q J x	K T 9 x	K Q J x	(K) Q T 9
J T 9	Q T 9 x	Q J T x	Q T 9 x
K Q T 9		J T 9 x	T 9 x x

DEFENSIVE CARDING

vs SUITS vs NT
 Standard:
 Except
NT: A.Q: Att K: Unblk
>T1: J denies
 Upside-Down:
 count
 attitude

LENGTH LEADS:

4th Best vs SUITS vs NT
 3rd/5th Best vs SUITS vs NT
 3rd & low@ suits Attitude vs NT
Dummy: Stiff: SP: Q-Stop: Count

Primary signal to partner's leads

Attitude Count Suit preference

FIRST DISCARD

Lavinthal
 Odd/Even
Stand. Remain.

OTHER CARDING

Smith Echo
 Trump Suit Pref.
 Foster Echo

SPECIAL CARDING

PLEASE ASK

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DESCRIBE RESPONSES/REBIDS

2♣ <u>22+</u> to _____ HCP Strong <input type="checkbox"/> Other <input type="checkbox"/>	two-way	/interference: X:Neg
2♦ Resp: Neg <input type="checkbox"/> Waiting <input type="checkbox"/> 2♥ relay		P:GF. Cheaper m neg.
2♦ <u>4</u> to <u>10</u> HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	may inc 4-c maj	3♣:mn/mx;3♦:avg
2♥ <u>4</u> to <u>10</u> HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	Trans@2NT/(X)	Mod O: 3♣: 5-c
2♠ <u>4</u> to <u>10</u> HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	>suit: AorK	3♦/♥!s:LMH
		2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>

OTHER CONV. CALLS: New Minor Forcing: 2-Way NMF XYZ

Weak Jump Shifts: In Comp. Not in Comp. Invrtd m w art rspn
4th Suit Forcing: 1 Rd. Game v(2♣): Mathe. 2/1 2♣: GF nat,bal,3-cLR
JS UPH: conv or inv (weak in comp); PH or we oc: Conv or Fit.
 v (Strong ♣ or 1♣-1♦): Mathe. Trans: if our M is doubled
 m-(1NT)-2♣: Ms+Trans. BalX:Ms; M-(1NT):2♣:♦,2♦:Nat+oM;2oM:Nat+♣.