

SPECIAL DOUBLES

After Overcall: Penalty _____
 Negative thru _____ 4S
 Responsive : thru _____ 4S Maximal
 Support: Dbl. thru _____ 2H Redbl
 Card-showing Min. Offshape T/O

SIMPLE OVERCALL

1 level 6+ to _____ 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
 Conv./Resp. _____

DIRECT CUEBID

OVER: Minor Major
 Natural
 Strong T/O
 Michaels
 Modified Michaels; Leaping Michaels

SLAM CONVENTIONS Gerber : 4NT: Blackwood RKC 1430

MinorWood

vs Interference: DOPI DEPO Level: _____ 4 & 5; 6 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 |

LENGTH LEADS:

4th Best vs SUITS vs NT
 3rd/5th Best vs SUITS vs NT
 Attitude vs NT

Primary signal to partner's leads

Attitude Count Suit preference

SPECIAL CARDING

NOTRUMP OVERCALLS

Direct: 15 to 18 Systems on
 Conv. Sandwich BPH
 Balancing: 11 to 14/17
 Jump to 2NT: Minors 2Lowest
 Conv.

DEFENSE VS NOTRUMP

| VS: | STRONG | WEAK |
|--------|--------------------|------------|
| 2♣ | Majors | Majors |
| 2♦ | Multi | Multi |
| 2♥ | 5H & Minor | 5H & Minor |
| 2♠ | 5S & Minor | 5S & Minor |
| Dbl: | 4 Major & 5+ Minor | PEN |
| Other: | 2NT/3NT = Minors | |

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 FSJ; Reverse Drury BPH; 2(M-1) = CONST BUHP

VS Opening Preempts Double Is

Takeout thru _____ 4S Penalty
 Conv. Takeout: _____
 Lebensohl 2NT Response
 Other: _____

DEFENSIVE CARDING

Standard: vs SUITS vs NT
 Except
 Upside-Down: count attitude

FIRST DISCARD

Lavinthal
 Odd/Even

OTHER CARDING

Smith Echo
 Trump Suit Pref.
 Foster Echo

PLEASE ASK

NAMES

Pierre Daignault & Boris Baran

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 2Bids Other

NOTRUMP OPENING BIDS

1NT 14+ to 17
 3♣ Puppet Stayman
 3♦ 5-5 Minors, FG
 3♥ SPL, 5-4 Minors
 3♠ SPL, 5-4 Minors
 5-card Major common
 System on over DBL/2C
 2♣ Stayman Puppet
 2♦ Transfer to ♥ Forcing Stayman
 2♥ Transfer to ♠ 4♦, 4♥ Transfer
 2♠ Trans To C
 2NT Trans To D
 Smolen
 Lebensohl (Fast denies)
 Neg. Double Thru 4S
 Other: Baze, DONT Rescues

2NT 20 to 21

Puppet Stayman
Transfer Responses:
 Jacoby Texas
 3♠ Relay to 3NT for Minor-Oriented Hands

3NT _____ to _____

Gambling

Conventional NT Openings

MAJOR OPENING

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

RESPONSES

Double Raise: Force Inv. Weak
 After Overcall: Force Inv. Weak
 Conv. Raise: 2NT 3NT Splinter
 Other: 1S - 3x = SPL; 1H - 3m = INV; 1H - 2S = unknown SPL
 1NT: Forcing Semi-forcing
 2NT: Forcing Inv. _____ to _____
 3NT: 15 to 17 33(34)
 Drury : Reverse 2-Way Fit
 Other: FSJ in COMP

MINOR OPENING

| Expected Min. Length | 4 | 3 | 0-2 | Conv. |
|----------------------|--------------------------|-------------------------------------|--------------------------|--------------------------|
| 1♣ | <input type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| 1♦ | <input type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |

RESPONSES

Double Raise: Force Inv. Weak
 After Overcall: Force Inv. Weak
 Forcing Raise: J/S in other minor
 Single raise Other: FSJ in Comp
 Frequently bypass 4+♦
 1NT/1♣ 7 to 10
 2NT Forcing Inv. 12 to 14
 3NT: 15 to 17
 Other: 1D - 3C = INV, 1m - 2S = Mixed, 1m - 2H = 5S/4+H 4 - 9 HCP

DESCRIBE

RESPONSES/REBIDS

| | |
|---|--|
| 2♣ _____ to _____ HCP Strong <input checked="" type="checkbox"/> Other <input type="checkbox"/> | Controls |
| 2♦ Resp: Neg <input type="checkbox"/> Waiting <input type="checkbox"/> 0 or 1 Control | Kokish, Transfers |
| 2♦ 11 to 16 HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input checked="" type="checkbox"/> | Flannery |
| 2♥ 5 to 10 HCP Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/> | 2H - 3m = NF 2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/> |
| 2♠ 5 to 10 HCP Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/> | 2S - 3m = NF 2NT Force <input checked="" 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.

4th Suit Forcing: 1 Rd. Game

Rozenkranz; Snap-Dragon; 2-Way Check-Back after 1NT Re-Bid;

CRASH; After 2NT Re-Bid: 2C = Relay to 3D, 3D = Check-Back