



### SPECIAL DOUBLES

After Overcall: **Penalty**  \_\_\_\_\_  
 Negative  thru 4♥  
 Responsive  : thru 4♥ Maximal   
**Support: Dbl.**  thru 2,3 Redbl   
 Card-showing  Min. Offshape T/O   
**Snap Dragon, Equal level conv. C/D**

### SIMPLE OVERCALL

1 level 7+ to 17 HCP (usually)  
 often 4 cards  very light style   
**Responses**  
 New Suit: Forcing  NFConst  NF   
 Jump Raise: Forcing  Inv.  Weak   
 Transfers advances; JQ=mixed raise

### JUMP OVERCALL

**Strong**  **Intermediate**  **Weak**   
**Intermediate in balancing**

### OPENING PREEMPTS

Sound Light Very Light  
 3/4-bids     
**Conv./Resp. Mod KC**

### DIRECT CUEBID

OVER: Minor Major  
 Natural    
 Strong T/O    
 Michaels

### SLAM CONVENTIONS

Gerber : 4NT: Blackwood  RKC  1430   
 4♠=KC for ♥; Minorwood; 6KCB  
 Dbl=1st. step; P=2nd. step; RIP2; DEPO at 5-6 level; EXL=0,1,2.  
 vs Interference: DOPI  DEPO  Level: \_\_\_\_\_ ROPI

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

versus Suits	versus Notrump
<b>x x</b> x x(x)x	<b>x x</b> x(x)x x
x x <b>x</b> x x(x)x x	x(x)x x(x)x x x
(A)(K)x <b>T</b> 9 x	(A)(K) J x A Q J x
<b>K</b> Q x K <b>J</b> T x	A J T 9 A T 9 x
<b>Q</b> J x K <b>T</b> 9 x	<b>K</b> Q J x (K) Q T 9
<b>J</b> T 9 Q <b>T</b> 9 x	<b>Q</b> J T x Q T 9 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   
 K=power lead vs NT; Attitude vs NT   
 Rusinow/NT-4+ length

### Primary signal to partner's leads

Attitude  Count  Suit preference

### SPECIAL CARDING

### NOTRUMP OVERCALLS

**Direct:** 15 to 18 Systems on   
**Conv.**  \_\_\_\_\_  
**Balancing:** 11 to 16  
 Jump to 2NT: Minors  2 Lowest   
**Conv.**  2♣=size ask; DONT runout

### DEFENSE VS NOTRUMP

vs: **Strong** \_\_\_\_\_ **Weak** \_\_\_\_\_  
 2♣ **Majors** same \_\_\_\_\_  
 2♦ **♥ or ♠** same \_\_\_\_\_  
 2♥ **♥ + m** same \_\_\_\_\_  
 2♠ **♠ + m** same \_\_\_\_\_  
 Dbl: **4M-5+m** Pen. \_\_\_\_\_  
**Other 2NT=minors**  
 DONT vs. Dbl.

### 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 Transfers over x; fit showing**

### VS Opening Preempts Double Is

Takeout  thru 4♥ Penalty   
**Conv. Takeout: 4NT=any 2 suits**  
**Lebensohl 2NT Response**   
**Other: Leaping Michaels**

### DEFENSIVE CARDING

vs SUITS vs NT  
 Standard:    
 Except   
 Std Remainder Cnt \_\_\_\_\_  
 Upside-Down:  
 count    
 attitude

### FIRST DISCARD

Lavinthal    
 Odd/Even

### OTHER CARDING

Smith Echo R    
 Trump Suit Pref.    
 Foster Echo

### PLEASE ASK

**NAMES** Dan Jacob - Robert Lebi

### 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 2 Bids  Other  \_\_\_\_\_

### NOTRUMP OPENING BIDS

**1NT**  
14+ to 17  
 to \_\_\_\_\_  
 5-card Major common   
 System on over 2♣, X  
 2♣ Stayman  Puppet   
 2♦ **Transfer to ♥**  **4♦, 4♥ Transfer**   
**Forcing Stayman**  **Smolen**   
 2♥ **Transfer to ♠**  **Lebensohl**  (Fast denies)  
 2♠ **Range ask, or ♣**  **Neg. Double**  2,3  
 2NT **♦ or wk. ♣+♦**  **Other: Mod Baze**

### 2NT 20 to 21

Puppet Stayman   
**Transfer Responses:**  
**Jacoby**  **Texas**   
 3♠ Tr to 3NT  
**Both minors** \_\_\_\_\_

### 3NT \_\_\_\_\_ to \_\_\_\_\_

**Gambling 1, 2** \_\_\_\_\_  
**Conventional NT Openings**  
**Transfer Lebensohl**  
**DONT runouts**

### MAJOR OPENING

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

### RESPONSES

Double Raise: Force  Inv.  Weak   
 After Overcall: Force  Inv.  Weak   
 Conv. Raise: **2NT**  **3NT**  **Splinter**   
**Other: 1M-jsOM= Mixed**

**1NT: Forcing**  **Semi-forcing**

2NT: Forcing  Inv.  \_\_\_\_\_ to \_\_\_\_\_

3NT: \_\_\_\_\_ to \_\_\_\_\_

**Drury** : **Reverse**  **2-Way**  **Fit**   
**Other: 2NT(PH)=minors; Fit jumps**

### MINOR OPENING

Expected Min. Length	4	3	0-2	Conv.
1♣	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
1♦	<input type="checkbox"/>	<input 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: 2♠=6-9constr raise**

Frequently bypass 4+♦

1NT/1♣ \_\_\_\_\_ 8 \_\_\_\_\_ to \_\_\_\_\_ 10 \_\_\_\_\_

2NT Forcing  Inv.  \_\_\_\_\_ 12 \_\_\_\_\_ to \_\_\_\_\_ 14 \_\_\_\_\_

3NT: \_\_\_\_\_ 15+ \_\_\_\_\_ to \_\_\_\_\_ 17 (bal)

**Other 1♣-2♦=4♠-5♥; 1m-2♥=5+♠-4+♥**

### DESCRIBE

### RESPONSES/REBIDS

2♣ _____ to _____ HCP Strong <input type="checkbox"/> Other <input type="checkbox"/>		Controls; Kokish
2♦ Resp: Neg <input type="checkbox"/> Waiting <input type="checkbox"/>		3♣, ♦, ♥, ♠ = transfers
2♦ _____ 5 _____ to _____ 10 _____ HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	5/6 ♥ or ♠	3/4♥=P/C; 4♣; ♦
2♥ _____ 10 _____ to _____ 13- _____ HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	6+♥	2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/> Transfers over Dbl
2♠ _____ 10 _____ to _____ 13- _____ HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	6+♠	2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/> Transfers over Dbl

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

Weak Jump Shifts: In Comp.  Not in Comp.  Transfer in comp. \_\_\_\_\_

**4th Suit Forcing: 1 Rd.**  **Game**  **Leb in comp.** \_\_\_\_\_

**1m-(1♥)-1♠=art. no 4M; Suction vs. Str ♣:2♠;** \_\_\_\_\_

**Un vs Un (lower for 4th suit=competitive; higher=opener's suit inv.+)** \_\_\_\_\_

Non-serious 3NT; 2NT=Good/Bad by opener