

<p><b>Special Doubles</b></p> <p>Negative Doubles ==&gt; 3S ==&gt; 2S/2C opening</p> <p>Responsive Dbles ==&gt; 3S</p> <p>Game-Try DBLS Support DBLS/RDBLS</p>	<p><b>NT Overcalls</b></p> <p>1NT 16 - 18 HCP 3 suit XFERS</p> <p>SASS Lebensohl</p> <p>2NT = 2 lowest unbid vs Strong NT</p> <p>Direct &amp; Balancing Seats DBL==&gt;2C = either Clubs or 2 suiter not C+H; 2C = C+H</p>
<p><b>Simple Overcall</b></p> <p>7+ HCP New suit forcing BUPH Transfer advances</p>	<p><b>vs Weak NT</b></p> <p>Cappelletti; Dbl = Penalty 2C =&gt; 2D any one suiter 2D=majors; 2H=H+minor 2S=S+minor</p>
<p><b>Jump Overcalls</b></p> <p>Weak</p>	<p>Over Takeout DBL New suit forcing @ 1 level, &amp; @ 2 level BUPH</p>
<p><b>Opening Preempts</b></p> <p>Light Trump &amp; Control Ask. Bids</p> <p>Control Asking Bids</p>	<p>2NT = limit raise Over Opening Preempts DBL = Takeout 2NT response =&gt; 3C Western Q/ weak 2 openings XFERS over 2NT overcalls</p>
<p><b>Psychics</b></p> <p>Rare</p>	<p><b>Direct Cuebid</b></p> <p>highest unbid + another</p>
<p>Gerber where obvious</p>	<p>1430 RKC D1P2 DEP0</p>
<p><b>Leads vs suits</b></p>	<p>3rd even/low from odd lower from touching honors later leads tend to be attitude attitude spot cards</p>
<p><b>Leads vs NT</b></p>	<p>J, 10 or 9 = 0 or 2 higher A asks unblock or count K asks attitude; Q asks J Upside-down count and attitude</p>



<p><b>Jim Scott - Harry Apfel</b></p>	
General Approach	<b>Blue Club</b>
Forcing Openings	1 Club & 2 Diamonds
<b>NOTRUMP OPENING BIDS</b>	
<b>1NT</b>	<p><b>EITHER</b> 15+17 HCP with <b>any</b> balanced pattern <b>or 13-15 w/3-3-2-5 or 3-3-3-4 pattern</b> 2C &amp; 2D responses = artificial relays <b>3c=minors weak; 3 red = 6+ transfer invite; 3S= minors slamish</b></p>
<b>2NT</b>	<p><b>23-24 HCP</b>      3 suit Jacoby; 3S=MSS Texas Trf/1N, 2N &amp; club auctions</p>
<b>3NT</b>	<p><b>Gambling</b>      solid minor; 4D asks shortness</p>
SMOLEN; Gladiator over 1C-1H-1NT; Jacoby xfers otherwise	
<b>MAJOR OPENINGS</b>	<b>MINOR OPENINGS</b>
<p>11-16 HCP      length = 4+ may have other longer suit limit jump raise preemptive in comp Rev. Drury      2 tier splinters Three-way game tries 2NT response = Jacoby</p>	<p>1C = artificial &amp; forcing <b>18+HCP balanced</b> 17+HCP unbalanced control showing responses</p> <p>1D = 3+ length limit jump raise in diamonds 2NT/1D = GF OR Preemptive</p>
<b>2C</b>	<p><b>11-16 HCP 5+ clubs; may have another suit</b> <b>2D response = artificial relay asking for further description</b></p>
<b>2D</b>	<p><b>17-24 HCP any 4-4-4-1 pattern</b> 2H response = artificial relay asking for further description 2NT &amp; 3 any suit = invitational</p>
<b>2H &amp; 2S</b>	<p><b>5-11 HCP generally 6 card suit but maybe only 5</b> Raise only non-force by unpassed hand Ogust responses to 2NT ask; Control Asking Bids</p>
<p>Canapé by opener and unpassed responder 4th suit artificial one round force @ 2 level only weak jump shifts in competition; Control Asking bids</p>	