



### SPECIAL DOUBLES

After Overcall: Penalty  \_\_\_\_\_  
 Negative  thru 4♥  
 Responsive  : thru 4♥ Maximal   
 Support: Dbl.  thru 2♥ Redbl   
 Card-showing  Min. Offshape T/O

### NOTRUMP OVERCALLS

Direct: 15 to 18 Systems on   
 Conv.  \_\_\_\_\_  
 Balancing: 11 to 16  
 Jump to 2NT: Minors  2 Lowest   
 Conv.  11-14 over Min \_\_\_\_\_

NAMES Debgiri- Arvind

### GENERAL APPROACH

2 over 1, 1C is 2+, 1D promises 4 cards  
**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 7 to 18 HCP (usually)  
 often 4 cards  very light style   
**Responses**  
 New Suit: Forcing  NF Const  NF   
 Jump Raise: Forcing  Inv.  Weak

### DEFENSE VS NOTRUMP

vs: Str Direct        Wk Direct         
 2♣ majors        same         
 2♦ one Maj        same         
 2♥ H+m        same         
 2♠ S+m        same         
 Dbl: m+M        same         
 Other balancing seat DONT       

### NOTRUMP OPENING BIDS

1NT 14+ to 17  
       to         
 5-card Major common  3♥ 31(54)  
 System on over X, 2♣ 3♠ 13(54)  
 2♣ Stayman  Puppet  4C/4D to H/S  
 2♦ Transfer to ♥  4♦, 4♥ Transfer   
 Forcing Stayman  Smolen   
 2♥ Transfer to ♠  Lebensohl  (Fast denies)  
 2♠ transfer to ♣  Neg. Double  \_\_\_\_\_  
 2NT transfer to ♦  Other: \_\_\_\_\_

2NT 20 to 21  
 Puppet Stayman   
**Transfer Responses:**  
 Jacoby  Texas   
 3♠ p to 3N, p or ST  
 3N to 4C  
 3NT \_\_\_\_\_ to \_\_\_\_\_  
 gambling \_\_\_\_\_

### Conventional NT Openings

### JUMP OVERCALL

Strong  Intermediate  Weak

### 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 after 1M (x) \_\_\_\_\_

### OPENING PREEMPTS

Sound Light Very Light  
 3/4-bids     
 Conv./Resp. \_\_\_\_\_

### MAJOR OPENING

Expected Min. Length 4 5  
 1st/2nd    
 3rd/4th

### MINOR OPENING

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

### RESPONSES

Double Raise: Force  Inv.  Weak   
 After Overcall: Force  Inv.  Weak   
 Conv. Raise: 2NT  3NT  Splitter   
 Other: Jac, 3C/3D- 6-9 raise w/wo st  
 1NT: Forcing  Semi-forcing   
 2NT: Forcing  Inv.  \_\_\_\_\_ to \_\_\_\_\_  
 3NT: \_\_\_\_\_ to \_\_\_\_\_  
 Drury : Reverse  2-Way  Fit   
 Other: 3 lower = nat, inv, \_\_\_\_\_

### RESPONSES

Double Raise: Force  Inv.  Weak   
 After Overcall: Force  Inv.  Weak   
 Forcing Raise: J/S in other minor   
 Single raise  Other: weak rev fl \_\_\_\_\_  
 Frequently bypass 4+♦   
 1NT/1♣ 6 to 10  
 2NT Forcing  Inv.  11 to 12  
 3NT: 13 to 15  
 Other double js = splinter, GF, jump om- mix

### DIRECT CUEBID

OVER: Minor Major  
 Natural    
 Strong T/O    
 Michaels    
 3 level jump cue (stopper ask, long suit)

### VS Opening Preempts Double Is

Takeout  thru 4♠ Penalty   
 Conv. Takeout: \_\_\_\_\_  
 Lebensohl 2NT Response   
 Other: \_\_\_\_\_

**SLAM CONVENTIONS** Gerber : 4NT: Blackwood  RKC  1430   
 5N pick a slam

vs Interference: DOPI  DEPO  Level: 5 of trump suit+ 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)
(A)K x	(T)9 x
(K)Q x	K (J)T x
(Q)J x	K (T)9 x
(J)T 9	Q (T)9 x
(K)Q T 9	(J)T 9 x (T)9 x x

### DEFENSIVE CARDING

Standard:  vs SUITS  vs NT   
 Except   
 Upside-Down:  
 count    
 attitude    
**FIRST DISCARD**  
 Lavinthal    
 Odd/Even    
 UD att

### LENGTH LEADS:

4th Best vs SUITS  vs NT   
 3rd/5th Best vs SUITS  vs NT   
 Attitude vs NT   
 lots of suit preference in defence  
**Primary signal to partner's leads**  
 Attitude  Count  Suit preference

### OTHER CARDING

Smith Echo    
 Trump Suit Pref.    
 Foster Echo

### DESCRIBE

### RESPONSES/REBIDS

2♣ _____ to _____ HCP Strong <input type="checkbox"/> Other <input type="checkbox"/> 2♦ Resp: Neg <input type="checkbox"/> Waiting <input type="checkbox"/>	strong, ART	2D- GF, 2H <4
2♦ <u>5</u> to <u>10</u> HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	Feature	2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>
2♥ <u>5</u> to <u>10</u> HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	Feature	2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>
2♠ <u>5</u> to <u>10</u> HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	Feature	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.   
 4th Suit Forcing: 1 Rd.  Game  Unusual vs Unusual (lower for lower)

### SPECIAL CARDING

### PLEASE ASK