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GENERAL APPROACH

Standard American 2/1

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 15 to 17

2♣ Stayman Puppet 1N 2C 2M 4C/D=bal slm

2♦ Transfer to ♥ 4♦, 4♥ Transfer Smolen

2♥ Transfer to ♠ Lebensohl (Fast denies)

2♠ Size ask or C Neg. Double

2NT tr to D or 5-5 Other: Bergen, Modified Leb

3♣ Puppet

3♦ 5-5 m GF

3♥ Fragment

3♠ Fragment

2NT 20-21 to Puppet Stayman

Transfer Responses: Jacoby Texas

3♠ MSS(4m,nxt RKC)

Smolen

3NT to

Gmb(0 out)-4D ask sh

Conventional NT Openings

MAJOR OPENING

Expected Min. Length 4 5

1♣

1♦

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: Mod. Jacoby, Bergen (w unidnt spltr raise) Other:

1NT: Forcing Semi-forcing

2NT: Forcing Inv. to

3NT: 13 to 15

Drury : Reverse 2-Way Fit

Other: 2C=4 mixed or lim 2D=3 lim 2 Way GT(nxt step=relay-SSC(1)) Other 2H=5+S,4+H(6-10),2S=LR

RESPONSES

Double Raise: Force Inv. Weak

After Overcall: Force Inv. Weak

Forcing Raise: J/S in other minor

Other:

Frequently bypass 4+♦

1NT/1♣ 7 to 10

2NT Forcing Inv. 11 to 12

3NT: 13 to 15

Other 2H=5+S,4+H(6-10),2S=LR

DESCRIBE

RESPONSES/REBIDS

2♣ <u> </u> to <u> </u> HCP	Strong <input type="checkbox"/> Other <input type="checkbox"/>	2H,dbl,rdbl=neg
2♦ Resp: Neg <input type="checkbox"/> Waiting <input type="checkbox"/> A or K		
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

Weak Jump Shifts: In Comp. Not in Comp.

4th Suit Forcing: 1 Rd. Game XYZ, Sandwich NT, 5 Step Spiral

Unus/Unus 3C=H,3D=S,3OM=Force, BART, Wolff Signoff, Good Bad 2N,

Hamilton/1N oc of m, Trans after 1M-1N-2N, OBAR

1M-P-3m by PH = fit showing, 1M-2X-2N=6 of M (Schuler Shift)

SPECIAL DOUBLES

After Overcall: Penalty

Negative thru 3S

Responsive : thru 3S Maximal

Support: Dbl. thru 2H Redbl

Card-showing Min. Offshape T/O

Snapdragon

NOTRUMP OVERCALLS

Direct: 15 to 18 Systems on

Conv.

Balancing: 11 to 14

Jump to 2NT: Minors 2Lowest

Conv.

DEFENSE VS NOTRUMP

vs: Strong(no 12) Weak

2♣ C+another One Suited

2♦ D+ Major Majors

2♥ Hearts Hearts+Minor

2♠ Spades Spades+Minor

Dbl: 1 m or majors Pen(sys on)

Other

SIMPLE OVERCALL

1 level to HCP (usually)

often 4 cards very light style

Responses

New Suit: Forcing NFConst NF

Jump Raise: Forcing Inv. Weak

Q=LR or other, Jump Q=mixed raise

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

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 Flip Flop, 1M-X-1 Under=Conv

VS Opening Preempts Double Is

Takeout thru 4H Penalty

Conv. Takeout:

Lebensohl 2NT Response

Other: Leaping/Non Leaping Michaels

SLAM CONVENTIONS Gerber : 4NT: Blackwood RKC 1430

Kickback 0314, voids = recycle at 6 level

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
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

DEFENSIVE CARDING

vs SUITS vs NT

Standard:

Except

std trk 1 when A is led

Upside-Down:

count

attitude

FIRST DISCARD

Lavinthal

Odd/Even

OTHER CARDING

Smith Echo

Trump Suit Pref.

Foster Echo

SPECIAL CARDING

PLEASE ASK