| SPECIAL DOUBLES After Overcall: Penalty | NOTRUMP OVERCALLS Direct:toSystems on □ | NAMES TRAUDT - KEHR | |
|--|---|---|--|
| Negative ■ thru 3S Responsive ■ : thru 4S D/OMaximal □ Support: Dbl.□ thru Redbl □ | Conv. ■ 9-14 takeout/2 suits sandwor Balancing:10_to14 Jump to 2NT: Minors□ 2 Lowest□ Conv. ■ Strong 2 suits | Suits sandwork GENERAL APPROACH 0 14 2 Lowest□ Suit Lengths Usually 5552; 1 + 2+; 1 + 5+ or 18-19 Bal Two Over One: Game Forcing □ Game Forcing Except When Suit Rebid □ | |
| Card-showing□ Min. Offshape T/0□ X 15+ any shape; X/XX 1 Lev A/K | DEFENSE VS NOTRUMP | VERY LIGHT: Openings 3rd Hand FORCING OPENING: 1♣ 2♣ National 2♣ | |
| SIMPLE OVERCALL 1 level_9_to_14_HCP (usually) often 4 cards □ very light style □ Responses New Suit: Forcing □ NFConst ■ NF □ Jump Raise: Forcing □ Inv. ■ Weak □ 2-lev ovc has side suit | vs: WK or STR vs NT Ovc 2 ◆ & & Stayman 2 ◆ or ▲ Nat 2 ◆ • • 2 ◆ • or ▲ 2 ◆ • • 2 ◆ • • 2 ◆ • • 2 ◆ • • 2 ◆ • • 2 ◆ • • 2 ◆ • • 2 ◆ • • 2 ◆ • • 2 ◆ • • 2 ◆ • • 2 ◆ • • 2 ◆ • • 0 bl: 5m4M or OtherPenalty 0 ther 2NT Minors vs Ovc • | INT 3* To Play 10 to 12* 16-17 to 3/4th 5-card Major common 3* To Play System on over 3* To Play 2* Stayman Puppet□ 2 * Transfer to ♥□ 4 ◆ 4 ♥ Transfer | Image: Transfer Responses: $[Tr vs Ovc]$ $[Tr vs Ovc]$ $[Tr vs Ovc]$ $[Tr vs Ovc]$ $[V \land v.Ovc]$ $[V \land v.Ovc]$ $[Pasks XX]$ $2NT$ to |
| JUMP OVERCALL | OVER OPP'S T/O DOUBLE | Forcing Stayman Smolen X | ISICI Comp and Cat Mal |
| Strong □ Intermediate ■ Weak □ 10-14; RONF ex 1♣ 2♦ Wk | New Suit Forcing: 1 level ■ 2 level ■ Jump Shift: Forcing ■ Inv. □Weak □ Redouble implies no fit □ | 2 ♥ Transfer to ♠ □ 2 ♠ 2NT ♣ and ♦ 5-5 Uther: Aft ret | $\exists:= cards \qquad 2-suit NF comp; XX=5$ |
| OPENING PREEMPTS Sound Light Very Light | 2NT Over Limit+ Limit Weak | MAJOR OPENING | MINOR OPENING |
| 3/4-bids Conv./Resp. <u>4C over 3M asks qual - 4</u> | Majors ■ □ □ Minors □ ■ □ I = joke Other XX spades [To Play 1 ♣] | Expected Min. Length 4 5 1st/2nd | Expected Min. Length 4 3 0−2 Conv. 1 ♣ □ 1 ▲ □ |
| DIRECT CUEBID OVER: Minor Major Natural ■ □ Strong T/O □ □ Michaels □ □ Minors over 1♥/1▲ ■ □ | VS Opening Preempts Double Is Takeout ■ thru Penalty □ Conv. Takeout: Lebensohl 2NT Response □ Other: v 4HS asks bid long suit | Barbon Set Bouble Raise: Force Inv. Weak After Overcall: Force Inv. Weak Conv. Raise: 2NT 3NT Splinter | RESPONSES Double Raise: Force □ Inv. □ Weak ■ After Overcall: Force □ Inv. □ Weak ■ Forcing Raise: J/S in other minor □ |
| SLAM CONVENTIONS Gerber □: 4 Turbo; RKC after jump or over 4C; If E 4NT opening asks specific aces, 5C = n vs Interference: DOPI□ DEP0□ L | Bid +/- Will Continue with + tone $5N = 2$ | Other: 2 ◆ 2 ◆ = ♥ 2M-1 1NT: Forcing □ Semi-forcing □ 2NT: Forcing □ Inv. ■ 11 to 12 3NT: to to to to | Single raiseOther: \bullet GF: \bullet 6-9Frequently bypass $4+ \blacklozenge \blacksquare \bullet \lor$ Trans1NT/1 \blacklozenge 8to92NT ForcingInv.*** to***3NT:to |
| LEADS (circle card led, if not in bold | DEFENSIVE CARDING | $\begin{array}{c} \text{Drury} \square ; \text{Reverse} \square 2-\text{Way} \square \text{ Fit} \square \\ \text{Other:} & \frac{1M \ 1X; \ 2M = M + \text{clubs}}{2 \bigstar \text{ rebid may be } 17 + \text{ Art}} \end{array}$ | Other 1 ♦ 1 ♠; 2 ♣; 2 ♦ reverse ** |
| versus Suits versus Notrur $\mathbf{X} \times \mathbf{X} \times \mathbf$ | Standard: ■ ■ | De <u>9 to 12</u> HCP | SCRIBE RESPONSES/REBIDS |
| XXX X X X X X X X X X X X X X X X X X | X X A att K count unblock | 2♣ <u>Strong</u> <u>Other</u> <u>any</u> 2♦ Resp: Neg Waiting Asks | 5+; NT 2Fit Suit NF 2Lev GF 3Lev |
| KQx KŪTx AJT9 AT9 QJx KT9x KQJx KQT JT9 QT9x QJTx QT9x | y Upside-Down: | 2 ♦ _9_to_12_HCP any : Natural: Weak□ Intermediate Strong | 5+; NT 2Fit 3♣ art GF;3♦ Inv x Comp |
| К QТ9 J Т9х Т 9х | X FIRST DISCARD | 2♥ <u>8</u> to <u>11</u> HCP any Natural: Weak□ Intermediate Strong | |
| LENGTH LEADS: 4th Best vs SUITS■ vs NT 3rd/5th Best vs SUITS□ vs NT Attitude vs NT | Lavinthal □ Odd/Even □ what p need know ■ OTHER CARDING Freq false car | Natural: Weak Intermediate Strong | pr Forcing: 2-Way NMF XYZ |
| Primary signal to partner's leads Smith Echo □ Attitude ■ Count □ Suit preference □ Foster Echo □ | | Weak Jump Shifts: In Comp. □ Not in Comp. □ J-shift GF in comp/Fit over 2-bid 4th Suit Forcing: 1 Rd. ■ Game □ *Trans completed at 1-level is NOT a fit Const free bids; ** 1C 3C transfer; XX artif bid suggests To Play | |
| SPECIAL CARDING PLEASE ASK 1 + 1M; 2 + 2 + Bourke Relay; Frequent Upgrades/Downgrades Last modified: Sep 30 2024 08:48 | | | |