



SPECIAL DOUBLES

After Overcall: Penalty _____
 Negative thru 3S
 Responsive : thru 4S D/O Maximal
 Support: Dbl. thru _____ Redbl
 Card-showing Min. Offshape T/O
 X 15+ any shape; X/XX 1 Lev A/K

SIMPLE OVERCALL

1 level 9 to 14 HCP (usually)
 often 4 cards very light style
Responses
 New Suit: Forcing NF Const NF
 Jump Raise: Forcing Inv. Weak
 2-lev ovc has side suit

JUMP OVERCALL

Strong Intermediate Weak
 10-14; RONF ex 1♣ 2♦ Wk

OPENING PREEMPTS

Sound Light Very Light
 3/4-bids
 Conv./Resp. 4C over 3M asks qual - 4

DIRECT CUEBID

OVER: Minor Major
 Natural
 Strong T/O
 Michaels
 Minors over 1♥/1♠

SLAM CONVENTIONS Gerber : 4NT: Blackwood RKC 1430
 Turbo; RKC after jump or over 4C; If Bid +/- Will Continue with +
 4NT opening asks specific aces, 5C = none 5N = 2
 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 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

SPECIAL CARDING

NOTRUMP OVERCALLS

Direct: _____ to _____ Systems on
 Conv. 9-14 takeout/2 suits sandw
 Balancing: 10 to 14
 Jump to 2NT: Minors 2 Lowest
 Conv. Strong 2 suits _____

DEFENSE VS NOTRUMP

vs: WK or STR vs NT Ovc
 2♣ ♥ & ♠ Stayman
 2♦ ♥ or ♠ Nat
 2♥ ♥ & ♣ or ♦ Nat
 2♠ ♠ & ♣ or ♦ Nat
 Dbl: 5m 4M or Other Penalty
 Other 2NT Minors vs Ovc

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 XX spades [To Play 1♣]
 = joke

VS Opening Preempts Double Is

Takeout thru _____ Penalty
 Conv. Takeout: _____
 Lebensohl 2NT Response
 Other: v 4HS asks bid long suit

DEFENSIVE CARDING

Standard: vs SUITS vs NT
 Except
 A att K count unblock
 Strong 10 vs. NT
 Upside-Down:
 count
 attitude

FIRST DISCARD

Lavinthal
 Odd/Even
 what p need know

OTHER CARDING

Freq false card
 Smith Echo
 Trump Suit Pref.
 Foster Echo

PLEASE ASK

NAMES TRAUDT - BRUM..... 09-30-24

GENERAL APPROACH

Suit Lengths Usually 5552; 1♣ 2+; 1♦ 5+ or 18-19 Bal
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 NF; P Rare

NOTRUMP OPENING BIDS

1NT 10 to 12*
 16-17 to 3/4th
 5-card Major common
 System on over _____
 2♣ Stayman Puppet
 2♦ Transfer to ♥
 2♥ Transfer to ♠
 2♠ _____
 2NT ♣ and ♦ 5-5
 3♣ To Play [Tr vs Ovc]
 3♦ To Play [Tr vs Ovc]
 3♥ To Play [Tr vs Ovc]
 3♠ To Play [♥♠ v. Ovc]
 vs X 2♣ flat; P asks XX
 4♦, 4♥ Transfer
 Smolen XX Relay 2C
 Lebensohl (No denies)
 Neg. Double = cards
 Other: Aft rebid X=TO
 2NT 20 to 21
 Puppet Stayman
Transfer Responses:
 Jacoby Texas
 3♠ 3♣ relay; 3♦ Stayman; 3
 4♣ 4♦ Tr
 3NT _____ to _____
 'Come and Get Me'
Conventional NT Openings
 2-suit NF comp; XX=5
 2♣(X) P no stop

MAJOR OPENING

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

RESPONSES

Double Raise: Force Inv. Weak
 After Overcall: Force Inv. Weak
 Conv. Raise: 2NT 3NT Splitter
 Other: 2♣ 2♦ = ♥ 2M-1

1NT: Forcing Semi-forcing
 2NT: Forcing Inv. 11 to 12
 3NT: _____ to _____
 Drury : Reverse 2-Way Fit
 1M 1X; 2M = M + clubs
 Other: 2♣ rebid may be 17+ Art

MINOR OPENING

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

RESPONSES

Double Raise: Force Inv. Weak
 After Overcall: Force Inv. Weak
 Forcing Raise: J/S in other minor
 Single raise Other: ♣ GF; ♦ 6-9
 Frequently bypass 4+ ♦ ♠ ♦ ♥ Trans
 1NT/1♣ 8 to 9
 2NT Forcing Inv. *** to ***
 3NT: _____ to _____
 Other: 1♦ 1♥ 1♠; 2♣; 2♦ reverse **

DESCRIBE

RESPONSES/REBIDS

2♣ 9 to 12 HCP Strong <input type="checkbox"/> Other <input checked="" type="checkbox"/>	any 5+; NT 2Fit	Suit NF 2Lev GF 3Lev
2♦ Resp: Neg <input type="checkbox"/> Waiting <input type="checkbox"/>	Asks for major	3♣ Inv x Comp
2♦ 9 to 12 HCP Natural: Weak <input type="checkbox"/> Intermediate <input checked="" type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	any 5+; NT 2Fit	3♣ art GF; 3♦ Inv x Comp 2NT Force <input type="checkbox"/> New Suit NF <input checked="" type="checkbox"/>
2♥ 8 to 11 HCP Natural: Weak <input type="checkbox"/> Intermediate <input checked="" type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	any 5+; NT 2Fit	3♣ art GF; 3♥ Inv x Comp 2NT Force <input type="checkbox"/> New Suit NF <input checked="" type="checkbox"/>
2♠ 8 to 11 HCP Natural: Weak <input type="checkbox"/> Intermediate <input checked="" type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	Any 5+; NT 2Fit	3♣ art GF; 3♠ Inv x Comp 2NT Force <input type="checkbox"/> New Suit NF <input checked="" type="checkbox"/>

OTHER CONV. CALLS: New Minor Forcing: 2-Way NMF XYZ
 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
 1♣ 1M; 2♣ 2♦ Bourke Relay; Frequent Upgrades/Downgrades
 *** 1♣ 2NT 12-14 May have Major; 1♦ 2NT 10-11 4-Fit