

# BOB KENT - ELLEN KENT

(R873023) (L237397) (03/22)

2/1 Game Forcing; Namyats; Transfer Responses Over/1♣  
Strong Forcing Opening: 2♣; Opening 1♣ could have longer ♦

<b>SPECIAL DOUBLES</b> Negative/Responsive → 4♦ Support x/xx → 2♥ Maximal Overcall Double Rosencranz XX; Snapdragon Competitive/Action X's	<b>DIRECT NT OVERCALLS</b> 1NT = 15 to 18- HCP Jump to 2NT = 2 lower unbid Bal 1NT=10-15 HCP Bal: Jump to 2NT=17-19 HCP Systems on over Direct & Balancing
<b>SIMPLE OVERCALL</b> 7 to 17 HCP Responses: Some Transfers Preemptive Jump Raises Jump Cue=Mixed Raise (4 trump) 2NT=Limit raise, 4 trump New Suit Forcing--Unpassed Hand	<b>OVER OPPONENTS NTS</b> SUCTION vs. Strong NT (Direct) DONT vs. Strong NT (Bal) SUCTION vs Weak NT (x=penalty) Systems on over Double of Weak NT (up to 14 HCP) <b>BENNETT</b>
<b>JUMP OVERCALL</b> Weak OGUST by unpassed hand	<b>OVER OPP'S TAKEOUT DBL</b> New suit forcing at 1 level Weak Jump Shifts & Raises Redouble implies no fit Flip Flop JORDAN 2NT Splinters are ON 2♣ = Constructive Raise
<b>OPENING PREEMPTS</b> Sound to light, based on vul <b>NAMYATS</b>	<b>VS Opp's Preempts Dbl is</b> T/O → 4♥ • 4NT/4♠ = 2 suit T/O System ON/ 2NT & 3NT Lebensohl
<b>PSYCHICS</b> Rare	<b>Direct Cue Bid</b> Natural over artif. bids Michaels (4NT for minors) Leaping Michaels DIRECT Q 3 lvl asks for Stopper

**SLAM CONVENTIONS**  
 1430 RKC Blackwood and Gerber; 0314 RKC Minorwood  
 DR0P1; SPECIFIC KINGS

**DEFENSIVE CARD PLAY**  
 Opening lead vs. SUITS: 3<sup>RD</sup> from even, low from odd  
 Mark card led: xxx AKx KQx QJx J10x 109x  
 KJ10x K109x Q109x xxxxx (lead K from AKx at 5/6 level)

Opening lead vs. NT: Attitude (4<sup>th</sup> leads mid-hand)  
 Mark card led: xxx AKJx AKJ10 AQJx AJ10x  
 A109x KQJx KQ109 KJ10x K109x  
 QJ10x Q109x J109x 1098x xxxxx

**UPSIDE DOWN COUNT AND ATTITUDE**  
 Special Carding vs NT:  
 Reverse Smith; A asks unblock or count, K asks attitude

**NOTRUMP OPENING BIDS**

1NT - 10-13 HCP (NV 123) 1NT = 14+-17 HCP (V-NV4) AFTER STRONG NT 2♣ = NF Stayman 2♠ = size ask or clubs 2NT=Diamonds (pre-accept) Jacoby • Texas 1NT→3♣: Puppet 1NT→3♦: 5/5 GF minors 1NT→3♥: 3-1-(5-4) 1NT→3♠: 1-3-(5-4)	2NT = 19+-21 HCP Jacoby/Texas • Puppet Stayman 3♠ → xfr to 3NT; 3NT=5♠ & 4♥ After xfr→3♥, 3N=4 spds, 3♠<4 spds <b>3NT=Opening 4 level Minor Preempt</b>
<b>WEAK NT TREATMENTS</b> 2♣ = NF Stayman 2♦ = Forcing Stayman; Runouts South African Texas Transfers 3 of suit=weak Modified Lebensohl	<b>1NT TREATMENTS (STRONG)</b> Smolen • Mod. Lebensohl • Garbage Stay Stayman & Jacoby on over Dbl & 2♣ XX forces 2♠, long minor or majors Texas on thru 3♠ and over X Neg. Double over 3 level Overcalls and some 2 level Overcalls

**MAJOR OPENINGS**  
 1♥ or 1♠: 5+ (1/2); 4+ (3/4)  
**RESPONSES**  
 Forcing NT, Mod. Jacoby 2NT  
 3 of other major/3NT-Splinter  
 Mod. Bergen Raises • Splinters  
 1-2-3 (trump ask or aces)  
 Non-Descriptive Game Tries •  
 Gazzilli/Bart  
 1♥-p-1♠ = 0-4 spades  
 1♥-p-1NT = 5+ spades  
**IN COMP**  
 Dbl Raise=Preemptive; Excl X  
**BY PASSED HAND**  
 2-Way Reverse Drury  
 (ON over opps X and 1♠)  
 2NT=5/5 minors (8-11 HCP)  
 3♠/3♦ = Natural, Invitational

**MINOR OPENINGS**  
**1♣ (2+)**  
**TRANSFER SUIT RESPONSES**  
 THROUGH 4♥  
 1NT = 7-10 HCP; 2NT = 11-12 HCP;  
 3NT = 13-15 HCP  
**1♦ (4+-generally unbalanced)**  
 Inverted Raise  
 2NT = 13-15 HCP (BUH)  
 3NT = 16-18 HCP (BUH)  
 1♦-3♣ = Inv., 6+ clubs  
 1♦-2♥/2♠ = limit/mixed raise,  
 11-12 HCP Bal, or strong & nat.  
 Reverse Flannery/Passed Hand

<b>2♣ (Strong)</b>	2♥, x, xx = Double Negative, 2NT=Hearts 2♦ = Game Forcing; Kokish
<b>2♦ (11-15)</b>	Flannery (could be 4-6 in majors) 2NT=Asks; 3♠/3♦ = Invitational w/Major fit 4♣/4♦ xfr to 4♥/4♠
<b>2♥ (Weak)</b>	5-10 HCP Responses: 2NT: Ogust (NV); Feature (V)
<b>2♠ (Weak)</b>	3♠ asks for stiff; 4♠ = RKC, McCabe

2-Way New Minor Force; XYZ; Good/Bad 2NT; 6-4 Fragments;  
 Some Weak Jump Shifts (2 lvl) • Intermed. Jump Shifts BPH (3 lvl)  
 Meckwell (1♦-1M-2M-2NT); Sandwich NT; Wolff Signoff  
 Unusual/Unusal & Michaels; Capp after 1♠/1♦-1NT by Opp  
 Suction vs strong 1♠ or 2♠; CRASH over 1♦ or 2♦ response