



SPECIAL DOUBLES

After Overcall: **Penalty** _____
 Negative thru 4h
 Responsive thru 4h Maximal
 Support: **Dbl.** thru 4h **Redbl**
 Card-showing Min. Offshape T/O

NOTRUMP OVERCALLS

Direct: 14+ to 17 Systems on
Conv. _____
Balancing: _____ to _____
 Jump to 2NT: Minors 2Lowest
Conv. _____

SIMPLE OVERCALL

1 level 7 to + HCP (usually)
 often 4 cards very light style
Responses
 New Suit: Forcing NFConst NF
 Jump Raise: Forcing Inv. Weak

JUMP OVERCALL

Strong **Intermediate** **Weak**
 (1M)3♣=oM + ♣;(1m)3m55MMstr

OPENING PREEMPTS

Sound Light Very Light
 3/4-bids
Conv./Resp. 4c kc (4d/3c)

DIRECT CUEBID

OVER: Minor Major
 Natural
 Strong T/O
 Michaels
 1c-2c nat 1d(prec)-2d nat, 2h-MM

DEFENSE VS NOTRUMP

vs: str. (direct) weak
 2♣ MM (c or h) +s
 2♦ ♥ or ♠ d + M
 2♥ 5+♥ + m h
 2♠ 5+♠ + m s
Dbl: 4M+longer m 14+
Other vs weak: 3c=c + h
 balancing mod. meckwell

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 over opp t/o x:transfers

VS Opening Preempts Double Is

Takeout thru _____ **Penalty**
Conv. Takeout: _____
Lebensohl 2NT Response
Other: x'er uph

SLAM CONVENTIONS Gerber : 4NT: Blackwood RKC 1430
 kickback; 4♦ kc when ♦ trumps in gf auction; lackwood; serious 3N; LTTC

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 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

Suits use T1 suit preference unless A/K leads
Primary signal to partner's leads

Attitude Count Suit preference

SPECIAL CARDING

DEFENSIVE CARDING

vs SUITS vs NT
 Standard:
 Except
 Standard carding T1 on A/K leads
 Upside-Down:
 count
 attitude
FIRST DISCARD
 Lavinthal
 Odd/Even

OTHER CARDING

Smith Echorev
 Trump Suit Pref.
 Foster Echo

PLEASE ASK

NAMES Doug Simson-Jeff Aker

GENERAL APPROACH

Precision
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
13+ to 16
15 to 17-3V4
 5-card Major common
 System on overart x, 2♣
 2♣ Stayman Puppet
 2♦ Transfer to ♥ 4♦, 4♥ Transfer
 Forcing Stayman Smolen
 2♥ Transfer to ♠ Lebensohl (tfer denies)
 2♠ size ask or 1m Neg. Double
 2NT puppet stayman Other: _____

2NT 19(20) to 20 (21)
 Puppet Stayman
Transfer Responses:
 Jacoby Texas
 3♠ 1 or 2 minors
3NT _____ to _____
 gambling-one side A,K
Conventional NT Openings

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 Splinter
Other: 2n 4 cd. limit+
1NT: Forcing Semi-forcing
 2NT: Forcing Inv. to _____
 3NT: _____ to _____
Drury: Reverse 2-Way Fit
Other: 3M-1 mixed, 3M-2 3cdlr or cog
 1♠-3♣=♥ inv

MINOR OPENING

Expected Min. Length 4 3 **NF** 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:** 1♦-2♦
 Frequently bypass 4+♦
 1NT/1♣ 5+♣ to _____
 2NT Forcing Inv. 12 to 13
 3NT: _____ to _____
Other 1♦2M=5s4+h <inv, inv resp.

DESCRIBE

RESPONSES/REBIDS

2♣ <u>10 to 15</u> HCP Strong <input type="checkbox"/> Other <input type="checkbox"/> 2♦ Resp: Neg <input type="checkbox"/> Waiting <input type="checkbox"/>	6+ clubs (5+ 3rd)	2♦ relay, 2M nf 2N wk raise or gf 2suits
2♦ <u>10 to 15</u> HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	3415, 4315, 4414, 4405	2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>
2♥ <u>4 to 10</u> HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>		2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>
2♠ <u>4 to 10</u> HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>		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. 1h-2s
4th Suit Forcing: 1 Rd. Game
 many transfers in comp; transfers over 1d-1M-1n:(1m)3m=strong MM
 new suit nf to nv weak 2