



NAMES Dan Jacob - Piotr Klimowicz

GENERAL APPROACH

2/1 GF: Transfers over 1♣

Two Over One: Game Forcing

VERY LIGHT: Openings

FORCING OPENING: 1♣, 2♣, Natural 2 Bids, Other 3NT

NOTRUMP OPENING BIDS

1NT 14+ to 17
3♣ Puppet
3♦ FG 5-5m
3♥ short(5-4)m
3♠ Short(5-4)m
2♣ Stayman, 2♦ Transfer to ♥, 2♥ Transfer to ♠, 2♠ Range ask, -♣, 2NT ♦ or wk ♣ & ♦

2NT 20 to 21
Puppet Stayman
Transfer Responses: Jacoby, Texas, 3♠ Tr. to 3NT, Both minors
3NT to
4bid ♥, ♠ (1st-2nd)
Conventional NT Openings
DONT runouts
Tr. Lebensohl

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: 1♠-3♣=FR; 1♥-2♠; 1♠-2NT=limit (single)
1NT: Forcing, Semi-forcing
2NT: Forcing, Inv., to
3NT: to
Drury: Reverse, 2-Way, Fit
Other: 2NT(PH)=minors; 3♦=bal. limit (UPH); 1♥-3♠/NT/4♣; 1♠-3NT/4♣/4♦

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
Other: Splinters
Frequently bypass 4+♦
1NT/1♣ 7 to 10
2NT Forcing, Inv., 12 to 14
3NT: 15 to 17
Other: 1♠-2♦; 1m-2♥; 1m-2♠=6-9

DESCRIBE RESPONSES/REBIDS

2♣ to HCP
Strong, Other
2♦ Resp: Neg, Waiting
2♦ 4 to 10- HCP 6♥ or ♠
Natural: Weak, Intermediate, Strong, Conv.
2♥ 10 to 13- HCP 6♥
Natural: Weak, Intermediate, Strong, Conv.
2♠ 10 to 13- HCP 6♠
Natural: Weak, Intermediate, Strong, Conv.
2N=3K's; 3♣=3 of 4 any suit
2M-3M=P/C; 4♣, ♦
2NT Force, New Suit NF
3♣=side 4card suit
2NT Force, New Suit NF
3♣=side 4card suit
2NT Force, New Suit NF

OTHER CONV. CALLS: New Minor Forcing, 2-Way NMF
Weak Jump Shifts: In Comp, Not in Comp, M-Fit jumps(PH)
4th Suit Forcing: 1 Rd, Game, Transfers in Competition, 2NT rebids, Fit jumps
Transfers over 1♣, 1m-Dbl and 1M-dbl; Mod Bart; Lebensohl in comp
Specific 2 suits overcalls: suction vs. Strong 1♠:2♣; 1♥-4♦ & 1♠-4♥=good 4bid
Un vs Un (3♣=comp. 4th. suit; 3♦=our suit); 1♥-2♠; 1♠-2NT; 1m-2♥=4+♥-5+♠

NOTRUMP OVERCALLS

Direct: 15 to 18 Systems on
Conv.
Balancing: 10 to 15
Jump to 2NT: Minors, 2 Lowest
Conv. DONT; 2♣=range ask

DEFENSE VS NOTRUMP

vs: Strong Weak
2♣ Majors same
2♦ Single M same
2♥ +minor same
2♠ +minor same
Dbl: 4M-5+m Cards
Other 2NT=minors

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 Transfers

VS Opening Preempts Double Is

Takeout thru 4♥ Penalty
Conv. Takeout: 4NT/4♠=any 2 suits
Lebensohl 2NT Response
Other: Leaping Michaels

DEFENSIVE CARDING

Standard: vs SUITS vs NT
Except
Upside-Down: count attitude
FIRST DISCARD
Lavinthal
Odd/Even

OTHER CARDING

Smith Echo Reverse
Trump Suit Pref.
Foster Echo

SPECIAL DOUBLES

After Overcall: Penalty
Negative thru 7♠
Responsive: thru 7♠ Maximal
Support: Dbl. thru 3 Redbl
Card-showing Min. Offshape T/O
Snap Dragon, Mouse

SIMPLE OVERCALL

1 level 7+ to HCP (usually)
often 4 cards very light style
Responses
New Suit: Forcing, NF Const, NF
Jump Raise: Forcing, Inv., Weak
Transfers: JQ=mixed R

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
Specific 2 suits: (reg. 1♣)-2♣=natural

SLAM CONVENTIONS Gerber, 4NT: Blackwood, RKC, 1430

Super-Gerber; Minorwood: 4♠=KC for ♥; when no possible shortness 6KC
Dbl=1st. step; P=2nd. step; R1P2; DEPO at 5-6 level; vs Interference: DOPI, DEPO, Level, ROPI

LEADS (circle card led, if not in bold)

versus Suits versus Notrump
xx x(x)x xx x(x)x x
xx x xx x(x)x x(x)x x(x)x x
(AK)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

K=power lead

Primary signal to partner's leads

Attitude, Count, Suit preference

SPECIAL CARDING PLEASE ASK