

**SPECIAL DOUBLES**

After Overcall: Penalty  \_\_\_\_\_  
Negative  thru \_\_\_\_\_ 4S  
Responsive  : thru \_\_\_\_\_ 4S Maximal   
Support: Dbl.  thru \_\_\_\_\_ 2H Redbl   
Card-showing  Min. Offshape T/O

**SIMPLE OVERCALL**

1 level 6+ to \_\_\_\_\_ HCP (usually)  
often 4 cards  very light style   
**Responses**  
New Suit: Forcing  NF Const  NF   
Jump Raise: Forcing  Inv.  Weak

**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    
Modified Michaels; Leaping Michaels

**SLAM CONVENTIONS**

Gerber : 4NT: Blackwood  RKC  1430

**MinorWood**

vs Interference: DOPI  DEPO  Level: \_\_\_\_\_ 4 & 5; 6 \_\_\_\_\_ ROPI

**LEADS** (circle card led, if not in bold)

versus Suits		versus Notrump	
<b>X X</b>	X X <b>(X) X</b>	<b>X X</b>	X X <b>(X) X</b>
X X <b>(X)</b>	X X X <b>(X) X</b>	X X <b>(X)</b>	X X X <b>(X) X</b>
<b>(A) K</b> x	T 9 x	<b>(A) K</b> J x	A <b>Q</b> Q J x
<b>K</b> Q x	K J T x	A <b>J</b> T 9	A <b>T</b> 9 x
<b>Q</b> J x	K T 9 x	<b>(K) Q</b> J x	<b>(K) Q</b> T 9
<b>J</b> T 9	Q T 9 x	<b>(Q) J</b> T x	Q <b>T</b> 9 x
<b>K</b> Q T 9		<b>(J) T</b> 9 x	T <b>9</b> 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: 15 to 18 Systems on   
Conv.  Sandwich BPH  
Balancing: 11 to 14/17  
Jump to 2NT: Minors  2Lowest   
Conv.

**DEFENSE VS NOTRUMP**

vs: **STRONG** **WEAK**  
2 **♣** Majors Majors  
2 **♦** Multi Multi  
2 **♥** 5H & Minor 5H & Minor  
2 **♠** 5S & Minor 5S & Minor  
Dbl: 4 Major & 5+ Minor PEN  
Other: 2NT/3NT = 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: FSJ; Reverse Drury BPH; 2(M-1) = CONST BUPH

**VS Opening Preempts Double Is**

Takeout  thru \_\_\_\_\_ 4S Penalty   
Conv. Takeout: \_\_\_\_\_  
Lebensohl 2NT Response   
Other: \_\_\_\_\_

**DEFENSIVE CARDING**

Standard: vs SUITS vs NT  
Except

Upside-Down: count    
attitude

**FIRST DISCARD**

Lavinthal    
Odd/Even

**OTHER CARDING**

Smith Echo    
Trump Suit Pref.    
Foster Echo

**PLEASE ASK**

**NAMES**

**Pierre Daignault & Boris Baran**

**GENERAL APPROACH**

**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 14+ to 17  
to \_\_\_\_\_  
5-card Major common   
System on over DBL/2C  
2 **♣** Stayman  Puppet   
2 **♦** Transfer to **♥**  Forcing Stayman   
2 **♥** Transfer to **♠**   
2 **♠** Trans To C  
2NT Trans To D  
3 **♣** Puppet Stayman  
3 **♦** 5-5 Minors, FG  
3 **♥** SPL, 5-4 Minors  
3 **♠** SPL, 5-4 Minors  
4 **♦**, 4 **♥** Transfer  Smolen   
Lebensohl  (Fast denies)  
Neg. Double : Thru 4S  
Other: Baze, DONT Rescues

2NT 20 to 21

Puppet Stayman   
**Transfer Responses:**  
Jacoby  Texas   
3 **♠** Relay to 3NT for Minor-Oriented Hands

3NT \_\_\_\_\_ to \_\_\_\_\_  
Gambling

**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: 1S - 3x = SPL; 1H - 3m = INV; 1H - 2S = unknown SPL  
1NT: Forcing  Semi-forcing   
2NT: Forcing  Inv.  \_\_\_\_\_ to \_\_\_\_\_  
3NT: \_\_\_\_\_ 15 to 17 33(34)  
Drury : Reverse  2-Way  Fit   
Other: FSJ in COMP

**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: FSJ in Comp  
Frequently bypass 4+   
1NT/1 **♣** \_\_\_\_\_ 7 to \_\_\_\_\_ 10  
2NT Forcing  Inv.  \_\_\_\_\_ 12 to \_\_\_\_\_ 14  
3NT: \_\_\_\_\_ 15 to \_\_\_\_\_ 17  
Other: 1D - 3C = INV, 1m - 2S = Mixed, 1m - 2H = 5S/4H 4 - 9 HCP

**DESCRIBE**

**RESPONSES/REBIDS**

DESCRIBE	RESPONSES/REBIDS
2 <b>♣</b> _____ to _____ HCP Strong <input checked="" type="checkbox"/> Other <input type="checkbox"/> 2 <b>♦</b> Resp: Neg <input type="checkbox"/> Waiting <input type="checkbox"/> 0 or 1 Control	Controls Kokish, Transfers
2 <b>♦</b> _____ 11 to _____ 16 HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input checked="" type="checkbox"/>	Flannery 2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/>
2 <b>♥</b> _____ 5 to _____ 10 HCP Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	2H - 3m = NF 2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/>
2 <b>♠</b> _____ 5 to _____ 10 HCP Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	2S - 3m = NF 2NT Force <input checked="" 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.

4th Suit Forcing: 1 Rd.  Game

Rozenkranz; Snap-Dragon; 2-Way Check-Back after 1NT Re-Bid;

CRASH; After 2NT Re-Bid: 2C = Relay to 3D, 3D = Check-Back