



SPECIAL DOUBLES

After Overcall: Penalty _____
 Negative thru 3♠
 Responsive : thru 3♠ Maximal
 Support: Dbl. thru 3M Redbl
 Card-showing Min. Offshape T/O
 at high levels _____

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
 JS=force; JumpQ = mixed 4trump _____

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

SLAM CONVENTIONS Gerber : 4NT: Blackwood RKC 1430

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
 Attitude vs NT

Primary signal to partner's leads

Attitude Count Suit preference

SPECIAL CARDING

NOTRUMP OVERCALLS

Direct: 15+ to 18 Systems on
 Conv. _____
 Balancing: 10 to 15
 Jump to 2NT: Minors 2 Lowest
 Conv. _____

DEFENSE VS NOTRUMP

vs: ALL
 2♣ Majors _____
 2♦ 1 Major _____
 2♥ + minor _____
 2♠ + minor _____
 Dbl: 4M-5+m then 2N=20-21
 Other 1m-(1NT)-2m = Majors or M+m.

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 1M-X-2♣ = 7-9HCP w/3; 3♦

VS Opening Preempts Double Is

Takeout thru _____ 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 Bill Pettis & Kent Goulding

GENERAL APPROACH

Standard American 2/1

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 15 to 17
 to _____
 5-card Major common
 System on over 2C or Dbl
 2♣ Stayman Puppet
 2♦ Transfer to ♥ 4♦, 4♥ Transfer
 Forcing Stayman Smolen
 2♥ Transfer to ♠ Lebensohl (Dir. denies)
 2♠ Size or Clubs Neg. Double vs 1-suiter
 2NT Xfer to ♦ Other: 3♦ after 2N = like ♦ 3♣ after 2N = ~♦

2NT 20 to 21
 Puppet Stayman
Transfer Responses:
 Jacoby Texas
 3♠ Minor(s) -> 3NT
 4C or 4D nat; 4M short
 3NT _____ to _____
 Gambling _____

Conventional NT Openings

MAJOR OPENING

Expected Min. Length 4 5
 v/4t/2nd
 3rd/4th

RESPONSES

Double Raise: Force Inv. Weak
 After Overcall: Force Inv. Weak
 Conv. Raise: 2NT 3NT Splitter
 Other: _____
 1NT: Forcing Semi-forcing
 2NT: Forcing Inv. _____ to _____
 3NT: 13 to 15 w/3M
 Drury : Reverse 2-Way Fit
 Other: 3 level JS = natural+invitation

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: 1m - 2♥ = inv NT
 Frequently bypass 4+♦ 2♠ = mixed
 1NT/1♣ 7 to 10
 2NT Forcing Inv. 13 to 15
 3NT: 15+ to 18-
 Other 1♦-3♣ = natural & Inv. *below

DESCRIBE

RESPONSES/REBIDS

2♣ _____ to _____ HCP Strong <input type="checkbox"/> Other <input type="checkbox"/> 2♦ Resp: Neg <input type="checkbox"/> Waiting <input type="checkbox"/>	3♣ = neg after 2M DBL = 0-3 HCP
2♦ <u>11</u> to <u>15</u> HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	Flannery 4-5/6 3♦ relay; 3M invite 2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>
2♥ <u>5</u> to <u>11</u> HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	Feature; NS NOT force 2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>
2♠ <u>5</u> to <u>11</u> HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	Feature; NS NOT force 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.

4th Suit Forcing: 1 Rd. Game

1m-1M-2M-2NT asks: step resp. _____

1m-2m-2♥ = bal min.; 2♠ = unbal. min.