

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	
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 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. 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

SPECIAL CARDING **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 ♣ _____ to _____ HCP Strong <input checked="" type="checkbox"/> Other <input type="checkbox"/> 2 ♦ Resp: Neg <input type="checkbox"/> Waiting <input type="checkbox"/> 0 or 1 Control	Controls Kokish, Transfers
2 ♦ _____ 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 ♥ _____ 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 ♠ _____ 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