



SPECIAL DOUBLES

After Overcall: Penalty _____
 Negative thru 4♥
 Responsive : thru 4♥ Maximal
 Support: Dbl. thru 2♠ (+) Redbl
 Card-showing Min. Offshape T/O
 Snapdragon; Comp Xs; Tolerance XX

SIMPLE OVERCALL

1 level 7 to 17 HCP (usually)
 often 4 cards very light style
Responses
 New Suit: Forcing NF Const NF
 Jump Raise: Forcing Inv. Weak
 Jump Q=Mixed; 2NT/Q=4/3-card LR

JUMP OVERCALL

Strong Intermediate Weak
 2NT Inv+ _____

OPENING PREEMPTS

Sound Light Very Light
 3/4-bids
 Conv./Resp. 2NT F1R _____

DIRECT CUEBID

OVER: Minor Major
 Natural
 Strong T/O
 Michaels
 2♣=Nat over 1♣; nat if 1D=>3

SLAM CONVENTIONS Gerber : 4NT: Blackwood RKC 1430
 DIP2; R1P2; 5NT Pick-a-slam; 5NT Lead-directing; 5NT GSF; 6RKCB;
 EKCB; Non-Serious 3NT; Last Train

vs Interference: DOPI DEPO Level: _____ REPO _____ 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 T9x	(A)K J x A Q J x
KQx K JT x	A J T 9 A T 9 x
QJx K T 9 x	K Q J x (K) Q T 9
JT 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
 A asks att, K asks count; R usinow vs NT
 3rd/low after trick 1; 10/9=0/2 if Q on view

Primary signal to partner's leads

Attitude Count Suit preference

NOTRUMP OVERCALLS

Direct: 15 to 18 Systems on
 Conv. _____
 Balancing: 11 to 16
 Jump to 2NT: Minors 2 Lowest
 Conv. 2♣=Range Ask _____

DEFENSE VS NOTRUMP

vs: Strong Weak/Mini
 2♣ 4+♣ & 5M MM
 2♦ 4+♦ & 5M 1M
 2♥ 4♥ & 5+m ♥ & m
 2♠ 4♠ & 5+m ♠ & m
 Dbl: MM or 1 Suit Penalty
 Other 2NT=mm _____

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 JS=Fit; 2♣=raise; Flip minors

VS Opening Preempts Double Is

Takeout thru 4♥ Penalty
 Conv. Takeout: _____
 Lebensohl 2NT Response
 Other: Leaping Michaels _____

DEFENSIVE CARDING

Standard: vs SUITS vs NT
 Except
 Std Remainder Count _____
 Upside-Down: _____
 count
 attitude

FIRST DISCARD

Lavinthal
 Odd/Even

OTHER CARDING

Smith Echo Rev.
 Trump Suit Pref.
 Foster Echo

NAMES John CARRUTHERS - Robert LEBI (Multi 2♦)

GENERAL APPROACH

2-Over-1 Game Force
 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/2♣ _____
 2♣ Stayman Puppet
 2♦ Transfer to ♥ 4♦, 4♥ Transfer
 Forcing Stayman Smolen
 2♥ Transfer to ♠ Lebensohl (Fast denies)
 2♠ Range or ♣ _____ Neg. Double 2/3 level
 2NT ♦ _____ Other: _____

2NT 20 to 21
 Puppet Stayman
Transfer Responses:
 Jacoby Texas
 3♠ Puppet to 3NT;
 Minor slam try _____
 3NT Solid to Minor
 No side A or K 1st/2nd

Conventional NT Openings

MAJOR OPENING

Expected Min. Length 4 5
 1st/2nd
 3rd/4th Usually 5

RESPONSES

Double Raise: Force Inv. Weak
 After Overcall: Force Inv. Weak
 Conv. Raise: 2NT 3NT Splitter
 Other: Bergen; OM=Mixed _____
 1NT: Forcing Semi-forcing
 2NT: Forcing Inv. _____ to _____
 3NT: 13 to 15
 Drury : Reverse 2-Way Fit
 Other: JSBPH=Fit; 2NT raise 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: JS Om=Inv _____
 Frequently bypass 4+♦ 1♦=no M<8
 1NT/1♣ 8 to 10
 2NT Forcing Inv. 13 to 15
 3NT: 16 to 17
 Other 1m-2♥=5♠/4♥<Inv; 2♠=Inv

DESCRIBE RESPONSES/REBIDS

DESCRIBE	RESPONSES/REBIDS
2♣ <u>22+</u> to _____ HCP Strong <input type="checkbox"/> Other <input type="checkbox"/> 2♦ Resp: Neg <input type="checkbox"/> Waiting <input type="checkbox"/> or Suit GF	Bal 22+ 2♦=0-1 Cntl; 2♥=2; 2♠=3+; Birthright
2♦ <u>3</u> to <u>9</u> HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	Weak 2 in either MM/3M=P/C; 4m=M-1/M 2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>
2♥ <u>3</u> to <u>9</u> HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	5+♥/4+m 2NT asks m 2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>
2♠ <u>3</u> to <u>9</u> HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	5+♠/4+m 2NT asks m 2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>

OTHER CONV. CALLS: New Minor Forcing: 2-Way NMF 2♣=Puppet

Weak Jump Shifts: In Comp. Not in Comp. JS in Comp=Fit

4th Suit Forcing: 1 Rd. Game Ingberman; Some penalty passes of XXs;

Unusual lead-directing & lead-inhibiting Xs _____

Equal-level conversion ♣+>♦ _____

Some 4m KC ask _____

SPECIAL CARDING PLEASE ASK