



SPECIAL DOUBLES

After Overcall: **Penalty** _____
 Negative thru 4♥
 Responsive : thru 4♥ Maximal
Support: Dbl. thru 2,3 **Redbl**
 Card-showing Min. Offshape T/O
Snap Dragon, Equal level conv. C/D

SIMPLE OVERCALL

1 level 7+ to 17 HCP (usually)
 often 4 cards very light style
Responses
 New Suit: Forcing NFConst NF
 Jump Raise: Forcing Inv. Weak
 Transfers advances; JQ=mixed raise

JUMP OVERCALL

Strong **Intermediate** **Weak**
Intermediate in balancing

OPENING PREEMPTS

Sound Light Very Light
 3/4-bids
Conv./Resp. Mod KC

DIRECT CUEBID

OVER: Minor Major
 Natural
 Strong T/O
 Michaels
2NT=asking; 3♣=P/C; 3♦=M raise

SLAM CONVENTIONS

Gerber : 4NT: Blackwood RKC 1430
4♠=KC for ♥; Minorwood; 6KCB
 Dbl=1st. step; P=2nd. step; RIP2; DEPO at 5-6 level; EXL=0,1,2.
 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
 K=power lead vs NT; Attitude vs NT
 Rusinow/NT-4+ length

Primary signal to partner's leads

Attitude Count Suit preference

SPECIAL CARDING

NOTRUMP OVERCALLS

Direct: 15 to 18 Systems on
Conv. _____
Balancing: 11 to 16
 Jump to 2NT: Minors 2 Lowest
Conv. **2♣=size ask; DONT runouts**

DEFENSE VS NOTRUMP

vs: **Strong** _____ **Weak** _____
 2♣ **Majors** _____ **same** _____
 2♦ **♥ or ♠** _____ **same** _____
 2♥ **♥ + m** _____ **same** _____
 2♠ **♠ + m** _____ **same** _____
 Dbl: **4M-5+m** _____ **Pen.** _____
Other 2NT=minors
Capp over our dbl of Wk NT

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 over x; fit showing

VS Opening Preempts Double Is

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

DEFENSIVE CARDING

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

FIRST DISCARD

Lavinthal
 Odd/Even

OTHER CARDING

Smith Echo R
 Trump Suit Pref.
 Foster Echo

PLEASE ASK

NAMES Piotr Klimowicz - Robert Lebi

GENERAL APPROACH

TRANSFERS over 1♣ opening
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 2♣, X
 2♣ Stayman Puppet
 2♦ **Transfer to ♥** **4♦, 4♥ Transfer**
Forcing Stayman **Smolen**
 2♥ **Transfer to ♠** **Lebensohl** (**Fast denies**)
 2♠ **Range ask** or ♣ **Neg. Double** 2,3
 2NT **♦ or wk. ♣+♦** **Other: Mod Baze**

3♣ Puppet Stayman _____
3♦ FG 5-5m _____
3♥ 3-1(-5-4) _____
3♠ 1-3(-5-4) _____

2NT 20 to 21
 Puppet Stayman
Transfer Responses:
Jacoby **Texas**
3♠ Tr to 3NT _____
Both minors _____

3NT _____ to _____
Gambling 1, 2 _____

Conventional NT Openings
Transfer Lebensohl
DONT runouts

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: 1♥-2♠; 1♠-3♥=mixed raise M

1NT: Forcing **Semi-forcing**
2NT: Forcing Inv. _____ to _____
3NT: _____ to _____

Drury : **Reverse** **2-Way** **Fit**
2NT(PH)=minors; 3♣, 3♦=unbal/bal
Other: Fit jumps

MINOR OPENING

Expected Min. Length 4 3 **NF** **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: 2♠=6-9constr raise**

Frequently bypass 4+♦
1NT/1♣ _____ 8 to 10
2NT Forcing Inv. 12 to 14
3NT: _____ to _____
3NT: _____ to _____ (bal)
Other: 1♣-2♦=5+♦.gf; 1m-2♥=5+♠-4+♥

DESCRIBE RESPONSES/REBIDS

DESCRIBE	RESPONSES/REBIDS
2♣ _____ to _____ HCP Strong <input type="checkbox"/> Other <input type="checkbox"/> 2♦ Resp: Neg <input type="checkbox"/> Waiting <input type="checkbox"/>	Controls; Kokish 3♣, ♦, ♥, ♠ = transfers
2♦ <u>5</u> to <u>10</u> HCP 5/6 ♥ or ♠ Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	3/4♥=P/C; 4♣; ♦ 2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>
2♥ <u>10</u> to <u>13-</u> HCP 6+♥ Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	Transfers over Dbl 2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>
2♠ <u>10</u> to <u>13-</u> HCP 6+♠ Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	Transfers over Dbl 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.** **Transfer advances**
4th Suit Forcing: 1 Rd. **Game** **Transfers over 2NT rebids; Leb in comp.**
Transfers over 1♣: 1m-(1♥)-1♠=art. no 4M; Suction vs. Str ♣; 2♣:
Unus vs Unus (lower for 4th suit=competitive; higher=opener's suit inv.+)
 Non-serious 3NT; 2NT=Good/Bad by opener