NAMES Joey Silver - George Mittelman (Canada)

SPECIAL DOUBLES

After Overcall: Penalty ☐ _____
Negative ■ thru_____4♠_____
Responsive ■ : thru   4♠   Maximal ■
Support: Dbl. ■ thru   2♠   Redbl ■
Card-showing ■   Min. Offshape T/O ☐
Comp, Snapdragon, Tolerance XX

SIMPLE OVERCALL

1 level   7   to   18   HCP (usually)
often 4 cards☐ very light style☐
Responses
New Suit: Forcing ■ NFConst☐ NF☐
Jump Raise: Forcing ☐ Inv. ■ Weak ■
Rosler Cue-bids; Fit jumps

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		■	■

Nat if 1m = <3, 2Red jump = Majors

SLAM CONVENTIONS   Gerber ■ : 4NT: Blackwood ■ RKC ■ 1430 ■

Most 5NT = Pick a slam

RKCB Continuations: 5NT asks specific kings; Trump Q asks
   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
Ⓐ K x	Ⓣ 9 x	Ⓐ **K** J x	Ⓐ Ⓠ J x
Ⓚ Q x	K Ⓙ T x	A Ⓙ T 9	A Ⓣ 9 x
Ⓠ J x	K Ⓣ 9 x	Ⓚ Q J x	Ⓚ Ⓠ T 9
Ⓙ T 9	Q Ⓣ 9 x	Ⓠ J T x	Q Ⓣ 9 x
Ⓚ Q T 9		Ⓙ T 9 x	Ⓣ 9 x x

LENGTH LEADS:
4th Best   vs SUITS☐ vs NT ■
3rd/5th Best   vs SUITS ■ vs NT☐
Trump suit preference
A asks attitude; K asks unblock (NT) or count
Primary signal to partner's leads
   Attitude ■   Count ☐ Suit preference ☐

NOTRUMP OVERCALLS

Direct: ___15_ to _18_ Systems on ■
Conv. ■ 2-Way Stayman: 2C/2X
Balancing: ___12_ to ___16___
Jump to 2NT: Minors ■ 2 Lowest ☐
Conv.☐ Minors if 1m=<3

DEFENSE VS NOTRUMP

vs:	Strong	Weak/Mini
2♣	4+♣ & 5M	Both majors
2♦	4+♦ & 5M	1 Major
2♥	4♥ & 5+m	♥ & m
2♠	4♠ & 5+m	♠ & m

Dbl: M+M or 1 suit Penalties
Other Pass/Correct responses
in potential suits only

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 Jump shift = Fit; 2♣ = Raise

VS Opening Preempts Double Is

Takeout ■ thru   4♠   Penalty ☐
Conv. Takeout: Leaping Michaels
Lebensohl 2NT Response ■
Other: _____

DEFENSIVE CARDING

	vs SUITS	vs NT
Standard:	■	■
Except ☐		

_____

Upside-Down:		
count	☐	☐
attitude	☐	☐

_____

FIRST DISCARD

Lavinthal	☐	☐
Odd/Even	☐	☐

OTHER CARDING

Smith EchoRev.		■
Trump Suit Pref.	■	
Foster Echo	☐	☐

SPECIAL CARDING ☐   PLEASE ASK

GENERAL APPROACH

2/1 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☐ Weak Twos

NOTRUMP OPENING BIDS

1NT
   15   to   17
         to
5-card Major common ■
System on over Dbl/2♣ ■
2♣ Stayman ■ Puppet☐
2♦ Transfer to ♥ ☐
   Forcing Stayman ■
2♥ Transfer to ♠ ■
2♠ To play ■
2NT Invitational ■

3♣ Weak, to play
3♦ Weak, to play
3♥ 3=1=(54) GF
3♠ 1=3=(54) GF

4♦ , 4♥ Transfer ■ /2NT
Smolen ■ Over 2NT
Lebensohl ■ (Fast denies)
Neg. Double ■:
Other: Bids after 2♣ = Inv

2NT	20	to	21	

Puppet Stayman☐
Transfer Responses:
Jacoby ■   Texas ■
3♠   Minor slam try

3NT Solid to Minor
Gambling, no side A/K

Conventional NT Openings

MAJOR OPENING

	Expected Min. Length	4	5
1st/2nd		☐	■
3rd/4th	4M in 3rd	■	☐

RESPONSES
Double Raise: Force☐ Inv. ■ Weak☐
After Overcall: Force☐ Inv. ■ Weak ■
Conv. Raise: 2NT☐ 3NT☐ Splinter ■
Other: 1♥-2♠ & 1♠-3♣
1NT: Forcing ☐   Semi-forcing ■
2NT: Forcing ■ Inv.☐   13   to   15
3NT: 16   to   17
Drury ■ : Reverse ■ 2-Way☐ Fit ■
Other: 2M = Weakest response

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: 1♣-2♦ ; 1♦-2♠
Frequently bypass 4+ ♦ ☐
1NT/1♣   6   to   10
2NT Forcing☐ Inv. ■   11   to   12
3NT: 13   to   15
Other 1m-2♥ = 5♠+4♥ <inv

DESCRIBE / RESPONSES/REBIDS

2♣	22 to + HCP Strong ■ Other ☐ 2♦ Resp: Neg☐ Waiting ■	22+ Bal or strong in any suit	2♣-2♦-2♥ = ♥ or bal
2♦ Natural: Weak ■ Intermediate☐ Strong☐ Conv.☐	5 to 10 HCP	6♦, no major	2NT = inv, NF 2NT Force☐ New Suit NF☐
2♥ Natural: Weak ■ Intermediate☐ Strong☐ Conv.☐	5 to 10 HCP	6♥, no 4♠	Ogust responses to 2NT 2NT Force■ New Suit NF☐
2♠ Natural: Weak ■ Intermediate☐ Strong☐ Conv.☐	5 to 10 HCP	6♠, no 4♥	Ogust responses to 2NT 2NT Force ■ New Suit NF☐

OTHER CONV. CALLS: New Minor Forcing:☐   2-Way NMF ■ /All NT Rebids

Weak Jump Shifts: In Comp.☐ Not in Comp. ■ Most Jump Shifts = Fit or Inv
4th Suit Forcing: 1 Rd.☐ Game ■ Ingberman over reverses
   If their 1m = <3: Jump to 2♦ or 2♥ = Michaels
   Transfers over our natural 2NT, whether opening, overcall, raise or jump
   Some penalty passes of redoubles; 2♣ Puppet to 2♦ Over all NT rebids