



NAMES Bridge Winners Standard (Lair - Lall 1/3/24)

GENERAL APPROACH

2 over 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 14+ to 17
to _____
5-card Major common 3♥ 31(45)
System on over X, 2♣ 3♠ 13(45)
2♣ Stayman Puppet
2♦ Transfer to ♥ 4♦, 4♥ Transfer
Forcing Stayman Smolen
2♥ Transfer to ♠ Lebensohl (fast denies)
2♠ range-ask (♣) Neg. Double
2NT transfer to ♦ Other: _____

2NT 20 to 21
Puppet Stayman
Transfer Responses:
Jacoby Texas
3♠ MSS _____

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 Splitter
Other: _____
1NT: Forcing Semi-forcing
2NT: Forcing Inv. _____ to _____
3NT: _____ to _____
Drury : Reverse 2-Way Fit
Other: 3 lower = natural, inv

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: _____
Frequently bypass 4+♦
1NT/1♣ 6 to 10
2NT Forcing Inv. 12 to 15
3NT: 16 to 17
Other double jump = splinter

SPECIAL DOUBLES

After Overcall: Penalty _____
Negative thru 4♥
Responsive : thru 4♥ Maximal
Support: Dbl. thru 2♥ Redbl
Card-showing Min. Offshape T/O

NOTRUMP OVERCALLS

Direct: 15 to 18 Systems on
Conv. _____
Balancing: 10 to 16
Jump to 2NT: Minors 2Lowest
Conv. _____

DEFENSE VS NOTRUMP

vs: strong _____ weak _____
2♣ ♣ + higher _____ majors _____
2♦ ♦ + major _____ natural _____
2♥ ♥ + ♠ _____ natural _____
2♠ ♠ _____ natural _____
Dbl: one-suiter _____ penalty _____
Other: _____

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
jump cue = mixed raise

JUMP OVERCALL

Strong Intermediate Weak

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	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Minors	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Other	_____	_____	_____

OPENING PREEMPTS

Sound _____ Light _____ Very _____ Light _____
3/4-bids
Conv./Resp. new suit forcing

DIRECT CUEBID

OVER: Minor Major
Natural
Strong T/O
Michaels

VS Opening Preempts Double Is

Takeout thru 4♠ Penalty
Conv. Takeout: _____
Lebensohl 2NT Response
Other: _____

SLAM CONVENTIONS

Gerber : 4NT: Blackwood RKC 1430
Exclusion (03/14)
4♣ = preempt kc (0.1w/o.1 w/, 2w/o. 2w/)
vs Interference: DOPI DEPO Level: 5 trump suit+ 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)
(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

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

Primary signal to partner's leads
Attitude Count Suit preference

SPECIAL CARDING PLEASE ASK

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"/>	strong, ART cheapest minor, 2nd negative kokish
2♦ <u>5</u> to <u>10</u> HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	usually 6 Ogust 2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>
2♥ <u>5</u> to <u>10</u> HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	usually 6 Ogust 2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>
2♠ <u>5</u> to <u>10</u> HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	usually 6 Ogust 2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>

OTHER CONV. CALLS:

New Minor Forcing: 2-Way NMF 2♣ forces 2♦
Weak Jump Shifts: In Comp. Not in Comp.
4th Suit Forcing: 1 Rd. Game Unusual vs. Unusual
Mathe over strong 1♣