



SPECIAL DOUBLES

After Overcall: **Penalty** _____
 Negative thru 7♥
 Responsive : thru 7♥ Maximal
Support: Dbl. thru 2♥ **Redbl**
 Card-showing Min. Offshape T/O
Lightner Double; Snapdragon Double

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
 Jump cue bid = mixed raise

JUMP OVERCALL

Strong **Intermediate** **Weak**
Game-level jumps are wide-ranging

OPENING PREEMPTS

Sound Light Very Light
 3/4-bids
Conv./Resp. Depends on Vul.

DIRECT CUEBID

OVER: Minor Major
 Natural
 Strong T/O
 Michaels
 Natural if opps have bid 2+ suits***

SLAM CONVENTIONS Gerber : 4NT: Blackwood RKC 1430
 4♣ is Gerber only after 1NT and 2NT openings/rebids/responses, 5♣/3NT
Kickback 1430; Void-Showing Responses to Kickback; Exclusion 3014
 vs Interference: DOPI DEPO Level: 5 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
 Attitude vs NT

Reverse Smith

Primary signal to partner's leads

Attitude Count Suit preference

SPECIAL CARDING

NOTRUMP OVERCALLS

Direct: 15 to 18- Systems on
Conv. **Sandwich 1NT (If PH)**
Balancing: 10+ to 14
 Jump to 2NT: Minors 2 Lowest
Conv. **Balancing 2NT 19-21**

DEFENSE VS NOTRUMP

vs: **Strong 1NT** **Weak 1NT**
 2♣ **♥ + ♠** **♥ + ♠**
 2♦ **Single M** **Single M**
 2♥ **♥ + m** **♥ + m**
 2♠ **♠ + m** **♠ + m**
 Dbl: **5+m + 4M** **♠ + m** **Penalty**
Other 2NT: **♣ + ♦**
 3-level overcalls are natural

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 1M-(X)

VS Opening Preempts Double Is

Takeout thru 7♥ **Penalty**
Conv. Takeout: _____
Lebensohl 2NT Response
Other: _____

DEFENSIVE CARDING

vs SUITS vs NT
 Standard:
 Except
 Upside-Down:
 count
 attitude

FIRST DISCARD

Lavinthal
 Odd/Even
Low Encouraging

OTHER CARDING

Smith Echo
 Trump Suit Pref.
 Foster Echo

PLEASE ASK

NAMES Christopher P. Donnelly and Cornelius H. Duffie

GENERAL APPROACH

2/1 Game Forcing
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** **Tr. Leb.**
 2♥ **Transfer to ♠** **Lebensohl** (denies)
 2♠ **Strength Ask*** **Neg. Double** **→ 7♥**
 2NT **Puppet Stayman** **Other: *Or Transfer to ♣**

3♣ **Transfer to ♦** _____
 3♦ **5-5 in ♣ + ♦, GF+** _____
 3♥ **41(44), GF+** _____
 3♠ **14(44), GF+** _____
 4♠- (22)(54), **Slam Inv.** _____

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

3NT _____ to _____
Gambling 3NT _____

Conventional NT Openings
 4NT- Asking for _____
Specific Aces _____

MAJOR OPENING

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

RESPONSES

Double Raise: Force Inv. **Weak**
 After Overcall: Force Inv. **Weak**
 Conv. Raise: **2NT** **3NT** **Splinter**
Other: Modified Jacoby 2NT _____
1NT: Forcing **Semi-forcing**
 2NT: Forcing Inv. _____ to _____
 3NT: _____ to _____
Drury : **Reverse** **2-Way** **Fit**
Other: 1M-(X)-3M is weak _____

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: 1m-(X)-3m is** _____
 Frequently bypass 4+♦ **weak**
 1NT/1♣ 8 to 10
 2NT Forcing Inv. _____ to _____
 3NT: 16 to 17
Other 1m-2♥ is Bal. 11-12 HCP

DESCRIBE

RESPONSES/REBIDS

DESCRIBE	RESPONSES/REBIDS
2♣ <u>22+</u> to _____ HCP Strong <input type="checkbox"/> Other <input type="checkbox"/>	Or within 1 trick Cheapest m Bust; Kokish
2♦ Resp: Neg <input type="checkbox"/> Waiting <input type="checkbox"/> of making game	Positive Responses Rare
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"/>	2NT Ogust or Feature** 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"/>	2NT Ogust or Feature** 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"/>	2NT Ogust or Feature** 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.** **1m-2♠ is 6-9 HCP raise**

4th Suit Forcing: 1 Rd. **Game** ****Ogust if Non-Vul.; Feature if Vul.**

1m-2NT is GF and shows either 13-15 HCP or 18+ HCP, bal., no 4-card M

Leaping Michaels: 1NT-2♦/2♥-2♥/2♠-2♠/3♥ shows 5=5 in ♠=♥, Inv./GF+

***Except (1♣)-2♣ is natural, while (1♣)-2♦ shows ♥ + ♠ two-suiter