



NAMES Andrew Rosenthal - \Aaron Silverstein

GENERAL APPROACH

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
15 to 17
to
5-card Major common
System on over 2♣/art X
2♣ Stayman Puppet
2♦ Transfer to ♥ 4♦, 4♥ Transfer
Forcing Stayman Smolen
2♥ Transfer to ♠ Lebensohl (fast denies)
2♠ Size ask or ♣ Neg. Double
2NT ♦, 3♦ accepts Other: Transfer Leb

2NT 20 to 21
Puppet Stayman
Transfer Responses:
Jacoby Texas
3♠ >3N. Slam try
in 1 or both minors
3NT _____ to _____
gambling _____

Conventional NT Openings
Modified DONT/Pen X
Old BAZE/Stayman & Xfer

MAJOR OPENING

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

MINOR OPENING

Expected Min. Length 4 3 0-2 Conv.
1♣
1♦

RESPONSES

Double Raise: Force Inv. Weak
After Overcall: Force Inv. Weak
Conv. Raise: 2NT 3NT Splitter
Other: Bergen; JR Mixed/overcall
1NT: Forcing Semi-forcing
2NT: Forcing Inv. _____ to _____
3NT: Good to 1-4
Drury Reverse 2-Way Fit
2♣ rebid/IN=♣ or BAL
Other: 1♠-3♥=Inv; Bergen; Bart

RESPONSES

Double Raise: Force Inv. Weak
After Overcall: Force Inv. Weak
Forcing Raise: J/S in other minor
Single raise Other: JSom=Mixed
Frequently bypass 4+♦
1NT/1♣ 9-11 to 6-10/1♦
2NT Forcing Inv. F/1♠ to I/1♦
3NT: 16-18/1♣ to 13-15/1♦
Other Jump raise mixed/overcall

SPECIAL DOUBLES

After Overcall: Penalty _____
Negative thru _____
Responsive : thru _____ Maximal
Support: Dbl. thru 2x-1 Redbl
Card-showing Min. Offshape T/O

NOTRUMP OVERCALLS

Direct: 15+ to 18 Systems on
Conv. Balancing range varies
Balancing: 10/12 to 15/17
Jump to 2NT: Minors 2 Lowest
Conv. Bal jump to 2N=19-21

DEFENSE VS NOTRUMP

vs: all
2♣ Both Majors 2♦ asks
2♦ 1 Major
2♥ ♥+minor
2♠ ♠+minor
Dbl: Penalty _____ System On _____
Other PH double = 1 minor

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
XX=doubleton in pard's suit

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

OPENING PREEMPTS

Sound Light Very Light
3/4-bids
Conv./Resp. 4♣ KC (0,1,1w,2,2w)

2NT Over Limit+ Limit Weak

Majors
Minors
Other 3♣ or JSom = Mixed Raise

DIRECT CUEBID

OVER: Minor Major
Natural
Strong T/O
Michaels
Sandwich Seat: Opener's suit=Michael

VS Opening Preempts Double Is

Takeout thru _____ Penalty
Conv. Takeout: Leb only after 2!M
Lebensohl 2NT Response
Other: Transfers when we overcall

SLAM CONVENTIONS Gerber 4NT: Blackwood RKC 1430

Redwood 1430 responses; Exclusion 0,1,2,3 response

DIPO through 5 of our suit. 1 or 4, 0 or 3, 2w/o

vs Interference: DOPI DEPO Level: _____ >5 our 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)
(A)K x	T 9 x
K Q x	K J T x
Q J x	K T 9 x
J T 9	Q T 9 x
K Q T 9	J T 9 x

DEFENSIVE CARDING

Standard:
Except
Upside-Down: _____
count
attitude

FIRST DISCARD

Lavinthal
Odd/Even

OTHER CARDING

Smith Echo
Trump Suit Pref.
Foster Echo

LENGTH LEADS:

4th Best vs SUITS vs NT
3rd/5th Best vs SUITS vs NT
K power lead vs. NT Attitude vs NT

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"/> Kokish 2♦ Resp: Neg <input type="checkbox"/> Waiting <input type="checkbox"/> 2♦ = GF	2♥ = Double Neg X = Dbl Neg
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"/>	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"/>	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"/>	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. Fit showing JS to 4 level only

4th Suit Forcing: 1 Rd. Game

Transfers/2N rebids: Special rebids after 1M-2♣
U v. U: Vs. Strong 1♣ CRASH; Vs. Strong 2♣: X=Majors