



SPECIAL DOUBLES

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

NOTRUMP OVERCALLS

Direct: 15 to 18 Systems on
Conv. _____
Balancing: 11 to 15
 Jump to 2NT: Minors 2Lowest
Conv. _____

NAMES Erez and Sam

GENERAL APPROACH

2/1. Rule of 20 openings, aggressive white vs red
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 _____

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

DEFENSE VS NOTRUMP

vs: strong _____ weak _____
 2♣ **majors** _____ **majors** _____
 2♦ **natural** _____ **natural** _____
 2♥ **natural** _____ **natural** _____
 2♠ **natural** _____ **natural** _____
 Dbl: 5m 4+M _____ penalty
 Other **first double takeout** _____

NOTRUMP OPENING BIDS

1NT
14+ to 17
 _____ to _____
 5-card Major common
 System on over x and 2c
 2♣ Stayman Puppet
 2♦ **Transfer to ♥** **4♦, 4♥ Transfer**
Forcing Stayman **Smolen**
 2♥ **Transfer to ♠** **Lebensohl** (**fast denies**) **Conventional NT Openings**
 2♠ **size ask** _____ **Neg. Double** 2 and 3 level _____
 2NT **diamonds or 5-5** **Other:** _____

2NT 19+ to 21
 Puppet Stayman
Transfer Responses:
Jacoby **Texas**
 3♠ **minor oriented** _____

3NT _____ to _____
 gambling _____

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
 Minors
 Other _____

OPENING PREEMPTS

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

DIRECT CUEBID

OVER: Minor Major
 Natural
 Strong T/O
 Michaels

VS Opening Preempts Double Is

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

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: **3n is good 1-4** _____
 1NT: Forcing Semi-forcing
 2NT: Forcing Inv. _____ to _____
 3NT: _____ to _____
 Drury : Reverse 2-Way Fit
 Other: **bergen off after passed hand** _____

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: **forcing to 3m** _____
 Frequently bypass 4+♦
 1NT/1♣ _____ 8 _____ to _____ 10 _____
 2NT Forcing Inv. 11 to 12
 3NT: 13 to 15
 Other **1c 1d is artificial can be weak hand** _____

SLAM CONVENTIONS Gerber : 4NT: Blackwood RKC 1430
 poor mans key card for preempts AND exclusion

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 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

Primary signal to partner's leads

Attitude Count Suit preference

DEFENSIVE CARDING

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

FIRST DISCARD

Lavinthal
 Odd/Even

OTHER CARDING

Smith Echo
 Trump Suit Pref.
 Foster Echo

SPECIAL CARDING

PLEASE ASK

OTHER CONV. CALLS: New Minor Forcing: 2-Way NMF
 Weak Jump Shifts: In Comp. Not in Comp. XYZ on after X off after suit bid
 4th Suit Forcing: 1 Rd. Game _____
 unusual over unusual _____
 2N or fourth suit is weakest after reverses _____