



SPECIAL DOUBLES

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

SIMPLE OVERCALL

1 level 6 to 18 HCP (usually)
 often 4 cards very light style
Responses
 New Suit: Forcing NFConst NF
 Jump Raise: Forcing Inv. Weak
 JQ=MR, Xfer/X, 2N=LR, JS = Strong

JUMP OVERCALL

Strong Intermediate Weak
 System on _____

OPENING PREEMPTS

Sound Light Very Light
 3/4-bids
 Conv./Resp. 4♣ = PKC (4♦/♣)

DIRECT CUEBID

OVER: Minor Major
 Natural
 Strong T/O
 Michaels
 (1m)2♦ = Michaels. 2♣ Natural

SLAM CONVENTIONS Gerber : 4NT: Blackwood RKC 1430

Exclusion (0314), Non-Serious 3N, 5N pick a slam, 4N TO, 4♣ ST

4♣ Preempt Keycard (4♦/3♣), Minorwood, Jump Redwood

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
(A)Kx	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
 Rusinow vs. NT from 4+ Attitude vs NT
 SP at trick one vs. suits if no more tricks or 5th

Primary signal to partner's leads

Attitude Count Suit preference

NOTRUMP OVERCALLS

Direct: 15 to 18 Systems on
 Conv. _____
 Balancing: 10(11) to 15(16)
 Jump to 2NT: Minors 2 Lowest
 Conv. 19-21 in Bal. _____

DEFENSE VS NOTRUMP

vs: SNT(14) WN(13poss)
 2♣ Majors Same
 2♦ ♦ + Major Same
 2♥ Natural Same
 2♠ Natural Same
 Dbl: Penalty Penalty
 Other BAL X SNT= ♣ + M or good
 2M bid or D. After pen x, 1st x t/o

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 Xfer/1M, JSomLR+, 1M-3♣ M

VS Opening Preempts Double Is

Takeout thru _____ Penalty
 Conv. Takeout: _____
 Lebensohl 2NT Response
 Other: Leaping Michaels. BML

DEFENSIVE CARDING

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

FIRST DISCARD

Lavinthal
 Odd/Even
 Upside down

OTHER CARDING

Smith Echo Rev
 Trump Suit Pref.
 Foster Echo

NAMES Zach Grossack - Michael Rosenberg

GENERAL APPROACH

5-CARD MAJORS, 2/1 GF

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 Dbl. + 2♣
 2♣ Stayman Puppet
 2♦ Transfer to ♥ 4♦, 4♥ Transfer
 Forcing Stayman Smolen Tfr Leb
 2♥ Transfer to ♠ Lebensohl (slow denies)
 2♠ ♣ or range ask Neg. Double Nat. bids
 2NT Puppet Stayman Other: Many xfer in comp

2NT 20 to 21

Puppet Stayman
Transfer Responses:
 Jacoby Texas
 3♠ Puppet 3N, 1 or both minors (M's flag)

3NT Gamb to ling
 No A or K 1st to 3rd

Conventional NT Openings

MAJOR OPENING

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

RESPONSES

Double Raise: Force Inv. Weak
 After Overcall: Force Inv. Weak
 Conv. Raise: 2NT 3NT Splitter
 Other: 3♦ = LR, 2-tier spl., _____

1NT: Forcing Semi-forcing

2NT: Forcing Inv. _____ to _____

3NT: _____ to _____

Drury : Reverse 2-Way Fit
 Other: 1♥ - 2♠ = 6+♠, < inv (2Nask)
 1M-3♣, 1♠-3♥ = Nat. 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: 2♠ = LR

Frequently bypass 4+♦

1NT/1♣ 6 to 10

2NT Forcing Inv. 11 to 12

3NT: 13 to 15

Other 1♦-3♣ = Inv. 1m-3M pre

DESCRIBE RESPONSES/REBIDS

DESCRIBE	RESPONSES/REBIDS
2♣ <u>22</u> to + HCP Strong <input type="checkbox"/> Other <input type="checkbox"/>	Kokish (3♥ = ♥+♣) cheaper m = dbl neg 3M rebid = 4M + ♦
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"/>	4M poss 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"/>	5 poss NV. 4♠ poss 3m NF. Mod. 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"/>	5 poss NV. 4♥ poss 3m NF. Mod. Ogust 2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>

OTHER CONV. CALLS: New Minor Forcing: 2-Way NMF 2♣ Pup 2♦

Weak Jump Shifts: In Comp. Not in Comp. Only 1♥-2♠ (< inv)

4th Suit Forcing: 1 Rd. Game 2♠ is ♥ raise

1m-J2red = Reverse Flannery. Resp. jump to 3new in comp = INV. Mod. Bart

U vs. U (playability).. Fit-Showing Jumps by PH. 'Forcing 3m rebid'

Over 2N rebid, 3♣ = chkbk, 3♦ = fit m

SPECIAL CARDING PLEASE ASK