



SPECIAL DOUBLES

After Overcall: Penalty snapdragonish
 Negative thru 4♥
 Responsive : thru 3♠ Maximal
 Support: Dbl. thru 2♥ Redbl
 Card-showing Min. Offshape T/O
 over oc, XX=2 cards, pass then X=stiff

NOTRUMP OVERCALLS

Direct: 15 to 18 Systems on
 Conv. XX forces 2C over penalty
 Balancing: 10 to 17
 Jump to 2NT: Minors 2Lowest
 Conv. 3-way range stymn; sys off

NAMES Brad Moss Joe Grue Vul 1st-3rd seat

GENERAL APPROACH

Moss/Grue Natural Relay
 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 NF Const NF
 Jump Raise: Forcing Inv. Weak
 jump raise mixed, jump cue weak

DEFENSE VS NOTRUMP

vs: strong or weak _____
 2♣ majors _____
 2♦ 5+ hearts _____
 2♥ 5+ spades _____
 2♠ 4♠s + 5c min-> _____
 Dbl: penalty --> 2♣ art run out
 Other 2nt 4c ♥s + 5c minor _____

NOTRUMP OPENING BIDS

1NT <u>15</u> to <u>17</u> to _____ 5-card Major common <input type="checkbox"/> System on over <u>X, 2♣, 2♦</u> 2♣ Stayman <input type="checkbox"/> Puppet <input type="checkbox"/> 2♦ Transfer to ♥ <input type="checkbox"/> 4♦, 4♥ Transfer <input type="checkbox"/> Forcing Stayman <input type="checkbox"/> Smolen <input type="checkbox"/> off staymn X 2♥ Transfer to ♠ <input type="checkbox"/> Lebensohl <input type="checkbox"/> (____ denies) 2♠ range or ♣s _____ 2NT ♦s asking +/- _____	3♣ puppet (modern) _____ 3♦ 3 suited short m _____ 3♥ 3 suited short ♠ _____ 3♠ 3 suited short ♥ _____	2NT <u>20</u> to <u>21</u> Puppet Stayman <input type="checkbox"/> Transfer Responses: Jacoby <input type="checkbox"/> Texas <input type="checkbox"/> 3♠ -> 3nt: ♠ & ♦s 4♣ 4c suit, 4M shortness 3NT _____ to _____ 11 major cards in 1/2 Conventional NT Openings 3♦ may be 4=4=(0-5) 11♦ may be minors GF
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JUMP OVERCALL

Strong Intermediate Weak
 2nt natural shortness ask (BLMH)

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 / XX ♥s over prec. 1♦

OPENING PREEMPTS

Sound Light Very Light
 3/4-bids
 Conv./Resp. 3♣-3♦: 2 rlys 2plcs 1 slant

VS Opening Preempts Double Is

Takeout thru 7♥ Penalty
 Conv. Takeout: cue weak 2=strong 1 suit
 Lebensohl 2NT Response
 Other: leaping Michaels

DIRECT CUEBID

OVER: Minor Major
 Natural
 Strong T/O
 Michaels
 2 way Michaels over prec. 1♦, any 1♣

MAJOR OPENING

Expected Min. Length	4	5
1st/2nd	<input type="checkbox"/>	<input type="checkbox"/>
3rd/4th	<input type="checkbox"/>	<input type="checkbox"/>

MINOR OPENING

Expected Min. Length	4	3	0-2	Conv.
1♣	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
1♦	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

RESPONSES

Double Raise: Force Inv. Weak
 After Overcall: Force Inv. Weak
 Conv. Raise: 2NT 3NT Splitter
 Other: 1M-3M mixed, 3M-2 weak (comp. no raise) Other: _____
 1NT: Forcing Semi-forcing GF / NF
 2NT: Forcing Inv. _____ to _____
 3NT: weak or 4+ splint
 Drury Reverse 2-Way Fit
 2♦ asks over drury 2♣: 1M-3M mix
 Other: 1♥-3nt ♠++ splintr; 3M+1 is splintr

RESPONSES

Double Raise: Force Inv. Weak
 After Overcall: Force Inv. Weak
 Forcing Raise: J/S in other minor
 Frequently bypass 4+♦
 1NT/1♣ 8-11hcp to _____
 2NT Forcing Inv. naturato ♣s gf
 3NT: natural to or 4414

SLAM CONVENTIONS Gerber : 4NT: Blackwood RKC 1430
 RKC 0314 stack with shortest suit at back (answer keycard yourself)

4♣ ZZ takes precedence over mulberry except when 8-11hcp opp. strong 1♣
 vs Interference: DOPI DEPO Level: 4♠ tranfr RKC 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) x x(X)
A(K)x T(9)x A(K)J x A(Q)J x	A(K)J x A(Q)J x
K(Q)x K(J)T x A(J)T 9 A(T)9 x	A(J)T 9 A(T)9 x
Q(J)x K(T)9 x K(Q)J x K(Q)T 9	K(Q)J x K(Q)T 9
J(T)9 Q(T)9 x Q(J)T x Q(T)9 x	Q(J)T x Q(T)9 x
K(Q)T 9 J(T)9 x T(9)x x	J(T)9 x T(9)x x

DEFENSIVE CARDING

Standard:
 Except
 lots of suit preference
 king power v NT->unblock
 Upside-Down:
 count
 attitude
 FIRST DISCARD
 Lavinthal
 Odd/Even
 UD attitude

OTHER CARDING

s/p+++
 Suffix Echoes/s/p
 Trump Suit Pref.
 Foster Echo

DESCRIBE RESPONSES/REBIDS

2♣ _____ to _____ HCP Strong <input type="checkbox"/> Other <input type="checkbox"/> 2♦ Resp: Neg <input type="checkbox"/> Waiting <input type="checkbox"/> 2♠ 8-11 semibal	2♦ waiting, 2♥ 0-2 not in M, 3m pos in om 3M solid suits
2♦ <u>5</u> to <u>11</u> HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>
2♥ <u>5</u> to <u>11</u> HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	3♣ max, 3♦ mid 3M weak, 3oM natural 2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>
2♠ <u>5</u> to <u>11</u> HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	3nt over 2nt solid relay over answer: BLMH 2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>

LENGTH LEADS:

4th Best vs SUITS vs NT
 3rd/5th Best vs SUITS vs NT
 2/4th through declarer, 3/5th in p's suit at NT
 Exceptions: anyone else's suit, side suit of preempt

Primary signal to partner's leads

Attitude Count Suit preference

SPECIAL CARDING PLEASE ASK