



NAMES NEIL CHAMBERS - JOHN SCHERMER

**GENERAL APPROACH**

2/1 GF EXCEPT WHEN MINOR REBID OVER MAJOR OPENING  
**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 18-  
to  
5-card Major common   
System on over X,2C  
2♣ Stayman  Puppet   
2♦ Transfer to ♠   
2♥ Transfer to ♡   
2♠ UPH ♠, PH ♣ or  
2NT UPH RELAY, PH  
3♣ Nat/Inv, PH Puppet  
3♦ Nat/Inv, PH GF min  
3♥ 5-5 MAJ, INV  
3♠ UPH 5-5 MAJ, SLM  
PH SHORT C  
4♦, 4♥ Transfer  
Smolen 3 LEVEL  
Lebensohl (Fast denies)  
Neg. Double 3 Level  
Other: if PH then TRANSFERS

2NT 23 to 24  
Puppet Stayman   
**Transfer Responses:**  
Jacoby Texas  
3♠ MINOR RELAY

3NT 19 to 24  
ACOL, 4C INQUIRY

**Conventional NT Openings**

**MAJOR OPENING**

Expected Min. Length 4 5  
1st/2nd    
3rd/4th May have 4    
**RESPONSES**  
Double Raise: Force  Inv.  Weak   
After Overcall: Force  Inv.  Weak   
Conv. Raise: 2NT  3NT  Splinter   
Other: 1H-2S, 1S-2NT, 3C, 3D  
1NT: Forcing  Semi-forcing   
2NT: Forcing  Inv.  to  
3NT: to  
Drury: Reverse  2-Way  Fit   
Other: 3NT(MAJ), 4C, 4D = VOID  
may PSYCHE nat game try

**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:   
Frequently bypass 4+♦   
1NT/1♣ 6 to 10  
2NT Forcing  Inv.  12+ to 15  
3NT: 15 to 16  
Other: if PH then 1-2 NF, 1-3 is LIMIT

**SPECIAL DOUBLES**

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

**NOTRUMP OVERCALLS**

**Direct:** 15 to 19 Systems on   
**Conv.**  PH SYSTEM ON  
**Balancing:** 11 to 15  
Jump to 2NT: Minors  2 Lowest   
**Conv.**  if BAL then 2C INQUIRY

**DEFENSE VS NOTRUMP**

vs:  
2♣ MAJORS  
2♦ Transfer to H  
2♥ Transfer to S  
2♠ MINORS  
Dbl: PENALTY  
Other 2NT=4H-6\*cor\*d, 3m GOOD  
BAL Meckwell

**SIMPLE OVERCALL**

1 level 6 to ANY HCP (usually)  
often 4 cards  very light style   
**Responses**  
New Suit: Forcing  NF Const  NF   
Jump Raise: Forcing  Inv.  Weak

**JUMP OVERCALL**

Strong  Intermediate  Weak   
ex 1C-2D, 1D, H, S-3C=NAT+HIGHER

**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 1,2 MAJ-X then TRANSFER

**OPENING PREEMPTS**

Sound Light Very Light  
3/4-bids     
Conv./Resp. 4C INQUIRY

**DIRECT CUEBID**

OVER: Minor Major  
Natural    
Strong T/O    
Michaels    
TWO HIGHER

**VS Opening Preempts Double Is**

Takeout  thru Penalty   
Conv. Takeout: may be OFFSHAPE  
Lebensohl 2NT Response   
Other: 4 LEVEL ARTIFICIAL

**SLAM CONVENTIONS** Gerber : 4NT: Blackwood  RKC  1430   
SPIRAL if 1H-2S, 1S-2NT, 2MAJ-2NT-SHORTNESS, MULTI AFTER 4-4-  
DEPO if interference is ABOVE our suit, EXCLUSION  
vs Interference: DOPI  DEPO  Level: ROPI

**LEADS** (circle card led, if not in bold)

versus Suits	versus Notrump
<b>(X)X</b> (X)(X)(X)(X)	<b>(X)X</b> (X)X X X
(X)(X)(X) (X)(X)(X)(X)	(X)X X X (X)(X)X X
A(K)x T9 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	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   
3rd/5th in CASHOUT, Jdenies, Tor9 or 2 during  
**Primary signal to partner's leads**  
Attitude  Count  Suit preference

**DEFENSIVE CARDING**

vs SUITS vs NT  
Standard:    
Except   
UD Attitude after  
**RUSINOW LEAD VS NT**  
Upside-Down:  
count    
attitude

**FIRST DISCARD**

Lavinthal    
Odd/Even

**OTHER CARDING**

Shif Echo    
Trump Suit Pref.    
Foster Echo

**SPECIAL CARDING**

**PLEASE ASK**

**OTHER CONV. CALLS:** New Minor Forcing:  2-Way NMF  XYZ

Weak Jump Shifts: In Comp.  Not in Comp.   
4th Suit Forcing: 1 Rd.  Game  2NT TRN to 3♣ after XYZ or NMF

**UPH INVITATIONAL NEW SUIT JUMPS IN COMP**

1C, 1D-(OPP) 1H-1S=3 or less ♠, X=4or5♠, 2H=6♠ INV, 2S=6♠ WEAK  
1C, 1D-2H=5-4MAJ INV, 1C-2D=5-5 MAJ WK