

SPECIAL DOUBLES
 After Overcall: Penalty _____
 Negative thru 4♥
 Responsive thru 4♥ Maximal
 Support: Dbl. thru 4♥ Redbl
 Card-showing Min. Offshape T/O

SIMPLE OVERCALL
 1 level 6 to 16 HCP (usually)
 often 4 cards very light style
Responses
 New Suit: Forcing NFConst NF
 Jump Raise: Forcing Inv. Weak
 JumpQmixed

JUMP OVERCALL
 Strong Intermediate Weak
 TRF/(X)XX=♠:2♦/1♠=Michaels;V.intermbetween

OPENING PREEMPTS
 Sound Light Very Light
 3/4-bids
 Conv./Resp. TRF/(X)XX=♠:4♣♦RKC

DIRECT CUEBID
 OVER: Minor Major Artif. Bids
 Natural
 Strong T/O
 Michaels

SLAM CONVENTIONS Gerber 4NT: Blackwood RKC 1430
 recycle voids; first above Qaskf or spec K's
 P/DBL of 1over =no control,RDBL/DBL of 1 over reverses KC responder
 vs Interference: DOPI DEPO Level: @1under 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
(A)Kx	T 9 x	A K Jx	A Q Jx
K Qx	K J T x	A J T 9	A T 9 x
Q Jx	K T 9 x	K Q J x	(K)Q T 9
J T x	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

Primary signal to partner's leads
 Attitude Count Suit Preference

SPECIAL CARDING

NOTRUMP DOUBLES
 Direct: 15 to 18 Systems On
 Conv. Meckwell over PEN X
Balancing: 12 to 17
 Jump to 2NT: Minors 2 Lowest
 Conv. 3 rangeStay/bal1N

DEFENSE VS NOTRUMP
 vs: includes 16 includes 15
 2♣ ♠+♥or♠ Majors
 2♦ ♦+♥or♠ ♥
 2♥ NAT ♠
 2♠ NAT 4♠+minor
 Dbl: ♠♦♥+♠ PEN
 Other Meck/wkNTBPH 2N=4♥+mino
 WK NT defense also/Stay

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 2N/1♦(X)wk/str♠TRF1♦/♥/♠(X)

VS Opening Preempts Double Is
 Takeout thru 4♥ Penalty
 Conv. Takeout:
 Lebensohl 2NT Response
 Other: /2M4♣♠♦4♦STR4OM,4QMinors4N

DEFENSIVE CARDING
 vs SUITS vs NT
 Standard:
 Except
 K from AK in bid suit
 A/Q aks ATT, K Power v. NT
 Upside-Down:
 count
 attitude

FIRST DISCARD
 Lavinthal
 Odd/Even

OTHER CARDING
 Smith Echo
 Trump Suit Pref.
 Foster Echo

PLEASE ASK

NAMES Eddie Wold & Chris Compton #

GENERAL APPROACH
 Strong Club
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
 14 1NT to 16 1,2,3 nv
 15 1♣ 7 3rd V, 4th
 5-card Major common
 System on over X & 2♣
 2♣ Stayman Puppet Delayed TX
 2♦ Transfer to ♥ 4♦, 4♥ Transfer
 Forcing Stayman Smolen
 2♥ Transfer to ♠ Lebensohl (trans 2 minors)
 2♠ or 2Nor2=2=5=4 Neg. Double 3♥=short/M
 2NT ♦ Other: 4♠=2=4=5

2NT 19(20) to 20(21)
 Puppet Stayman
Transfer Responses:
 Jacoby Texas
 3♣ =♠or♦
 4♣=♦;3♦/3♥/3♠5-5M
 3NT _____ to _____
 Gamb4N?A/K
Conventional NT Openings
 3♠=short♦/2♦
 Meck runouts both positions

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: 2♣/1♥=5-9w/6+; mixed/suit overcall
 1NT: Forcing Semi-forcing
 2NT: Forcing Inv. _____ to _____
 3NT: _____ to _____
 Drury Reverse 2-Way Fit
 Other: 3♠/1♥,3N/1♠=any void

MINOR OPENING NF 0-2 Conv.
 Expected Min. Length 4 3
 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♣ 12+5+♥ to _____
 2NT Forcing Inv. 12 to 13
 3NT: 14 to 16/1♦
 Other: 1♦(1M)2♠=LR♠♦♦;1♦(1♥)2♥6♠

DESCRIBE **RESPONSES/REBIDS**
 2♣ 10 to 15 HCP 2N2suits; 3♠=6♠4♥
 Strong Other
 2♦ Resp: Neg. Waiting
 2♦ 10 to 15 HCP 4=4=1=5 w/1card missing RDBL Pick
 Natural: Weak Intermediate Strong Conv.
 2♥ 5 to 10 HCP 3♠slam,3♦game,3M bad 3OM4m(relay):3N4OM
 Natural: Weak Intermediate Strong Conv.
 2♠ 5 to 10 HCP 4♠RKC; new suit NF in comp TRF/X:XX=♠
 Natural: Weak Intermediate Strong Conv.
 2NT Force New Suit NF

OTHER CONV. CALLS: New Minor Forcing: BPH 2-Way NMF
 Weak Jump Shifts not in Comp. 4th Suit Forcing: 1 Round Game
 VBLMH in singleton ask;TRF/1♦(X),2♣2♠(2NNAT),3♠1under mixed/X
 Un/Un3♠=♥,3♦=♠,X=Neg; 2M LR/1M in comp.unless pass;TONT0(4♠=Cue)

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