

SPECIAL DOUBLES

After overcall: **Penalty**
 Neg. thru **2S** (only in some auctions)
 • **1C** - [1D or 1H] - X (stolen bid = xfr)
 • **1D** - [1H] - X (GF, balanced, 4-5 ♣)
 • **1C** - [2S] - X (1 or both minors)
 Responsive: thru **2S** Maximal
 Support: Dbl thru **2PS** Redbl
 Card-showing: Min. Offshape T/O
 Other: Pass-double inversion (X = doubt)

SIMPLE OVERCALL

1-level: **7 to 17 HCP** (usually)
 Often 4 cards very light style
 Q-bid: Michaels (except vs. Precision 1♣)

ADVANCES

1-level: nat. FIR 2-level: transfers
 Jump raise: Forcing Inv. Weak
 Other: Jump Q = mixed raise; XX = xfr.

OVER OPP'S T/O DOUBLE

Redouble Implies No Fit
 2NT: Jordan Other (system on)
 1m - X: (we ignore it, play "system on")
 1M - X: (transfers; & 2♣ = GF raise)
 Jump shift: (we ignore the X, system on)

SLAM CONVENTIONS 4NT: Blackwood RKC 1430 (option not to cooperate, & sometimes kickback)
 • Range Asking Bids • Shortness Asking Bids • Last Train
 • BLASTorSOR (used after relays to set trump, + either signoff or ask for key cards)

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 K x	A K J x	A K J x	A Q J x
K Q x	K J 10 x	A J 10 9	A 10 9 x
Q J x	K 10 9 x	K Q J x	K Q 10 9
J 10 9	Q 10 9 x	Q J 10 x	Q 10 9 x
10 9 x	K Q 10 9	J 10 9 x	10 9 x x
		J 10 x	10 9 x

• Opening lead vs NT: we lead **Rusinow** from 4+ cards, but **Standard** from 2-3 cards
 • Coded 9s + 10s, but only after the opening lead

LENTGH LEADS

4th Best vs SUITS vs NT
 3rd / 5th Best vs SUITS vs NT

Primary Signal to Partner's Leads

Attitude Count Suit Preference

NOTRUMP OVERCALLS

Direct: **15 to 18 HCP** Systems on
 Balancing: **10 to 14 / m**; **12 to 16 / M**
 Jump to 2NT: Minors 2 Lowest

JUMP OVERCALL:

Strong Intermediate Weak

OPENING PREEMPTS

3/4-bids: Sound light very light

DEFENSE VS NOTRUMP

	vs STRONG	WEAK
2♣	♣ + both Majors	5+ ♥
2♦	♦ + both Majors	5+ ♠
2♥	Nat.: 5+ ♥	♥ + ♠ (NF)
2♠	Nat.: 5+ ♠	♣ or ♦ (strong)
2NT	♣ + ♦	minors or majors
X	♥ + ♠ *	Penalty

VS OPENING PREEMPTS Double Is

Takeout thru **3S** Penalty
 Leb 2NT response (highly modified)
 • includes "pick-a-minor" 2NT, modified Rubensohl; and over 2♣ also "Stayman."
 Other: Leaping Michaels

DEFENSIVE CARDING

	vs Suits	vs NT
Standard:		
Upside-down		
Count		
Attitude		

FIRST DISCARD

Lavinthal		
Odd / Even		
Upside down		

OTHER CARDING

Smith Echo		
Trump Suit Pref.		
Foster Echo		

GENERAL APPROACH

5551. Our own system. Balanced hands w/o 5 a card major open 1♣. Transfer responses to 1♣. Many conv. responses. Many rebids by both are transfers.
Two Over One: GF Other (2♣ is artif. GF) (2♦ is conv., always < GF)
VERY LIGHT: Openings Third hand Overcalls Preempts
FORCING OPENING: 1♣ 2♣ Nat Two bids Other (2♦, NAMYATS)
 Note: All "HCP ranges" are approximate. We often "adjust," more often up.

NT OPENINGS

1NT: 14+ to 17 HCP 5 card major common System on over: X & 2♣
2♣: Stayman Puppet Other Relay, forces 2♦. Three possible hands:
 • GF, at least one 3-4 card major. Many GF types also promise 4+ ♣.
 • Weak, 5+ ♦ (plan to pass 2♦) • Inv., exactly one 4 card major
2♦: Transfer to ♥ Forcing Stayman Other either Jacoby Transfer, or GF w/ 4-3, 3-4, or 3-3 in majors (almost always also 4+ ♦ w/ those).
2♥: Transfer to ♠ 3♣: GF, 5-3 or 3-5 in majors.
2♠: Usually quantitative inv. But can be 6+ ♠ (GF or bust), or GF 5-5 minors. 3♦: GF, 5-4 or 4-5 in majors.
2NT: Inv. with 4+ in both majors. NF 3M: GF, 6+ ♦, 0-1 in suit bid.
4♣: 5-5 majors, GF 4♦ / 4♥ Transfer

Smolen Neg. X (only of a nat, 1-suited 2♦ / 2♥ bid)
 In Comp.: our own hybrid mix of Leb (Q-bid denies) + Rubensohl + Harris advances

2NT: 23 to 24 (need 1 King for game) 5 card major common:
 Puppet Stayman Jacoby Transfers Texas 3♠: minor suit slam try

3NT: Gambling (solid 7 card minor plus one outside King)

MAJOR OPENINGS

Expected Min. Length, 1st / 2nd: 5 4
 3rd / 4th: 5 → 4

RESPONSES

Double Raise: Force Inv. Weak
After Overcall: Force Inv. Weak
Conv. Raise: 2NT (fit showing) 3NT (splinter) Splinter
Other raises: All jumps. 1-under = 3 card limit; others = fits (GF or inv.)

1NT: Forcing Semi Kaplan Inversion over 1♥, so 1♠ switches w/ 1NT
Drury Reverse 2-way Fit

Other: 2♣: Artif. GF. Almost all GF hands, including all balanced raises.
 2♦: Usually 6+ cards in OM; can be 5 if inv. (< GF: 0-12 HCP).
 1NT / 1♥: 5+ ♠. (exactly 5 if weak). (5-5 or 6+ ♠ if GF). (can't be inv.)

1♣ OPENING

Expected Min. Length: 5 4 3 2 0-1 Artif.
Describe: either natural or balanced. Includes all bal. w/o a 5 card major.
 • Bal.: 11-14 or 18-20 • unbal. with primary ♣ (5+) • all 4441s

RESPONSES

1♦ Transfer, 4+ ♥. May have a longer minor. If GF, always unbal.
1♥ Transfer, 4+ ♠. May have a longer minor. If GF, always unbal.
1♠ Artif., 0-12. Almost all < GF hands w/o a 4+ Major. Bal. or unbal.
1NT GF. Natural: balanced or semi-bal. 4 or 5 card Major common.
2♣ Artif. GF, unbal. Covers most GF unbal hands w/o a 5 card major.
2NT GF, conv. 4441, any singleton except ♣.

Raises: None. (3♣ = 5-5 minors, preemptive; not really a "raise")

1♦ OPENING

Expected Min. Length: 5 4 3 2 0-1 Artif.
Describe: Unbal w/ 5+ ♦. At least a singleton or two doubletons.

RESPONSES

Double Raise: Force Inv. Weak
After Overcall: Force Inv. Weak
Forcing Raise: J/S in other minor Single raise Other (2♣)
Other raises: 2NT = inv. raise; 3♣ = constructive raise

Other Responses: 2♣: Artif GF, bal. or unbal. 5 card major common.
1m - 2♦: (5 ♠ + 4 ♥; < GF) (can be 5-5 if inv.) **1m - 2♥:** (5-5 M, < inv.)

2C: 21+ HCP or tricks Strong Other Describe: 2 possibilities, either:
 • Balanced: 20+ to 22 HCP; or
 • Any 6+ card suit:

RESPONSES

2♦: Neg Waiting
2♥: transfer to ♠. either bust or 5-5 GF 2♠: 5-5 w/ ♥ + a minor, GF
2NT: transfer to ♠. either bust or GF. 3♠: transfer to ♠. bust or GF

2D: 21+ HCP or tricks. Natural, Weak Intermediate Strong Conv.
 Two hand types: • Balanced: 25 to + HCP (at least 8.5 tricks);
 or • 5-5 (or more) in any two suits: 21+ hcp or 9+ tricks
RESPONSES: Responder is expected to relay with 2♥ (waiting)

2H: 10 to 15 HCP. Natural, Weak Intermediate Strong Conv.
Describe: Flannery, usually 5 ♥, can be 6. exactly 4 ♣.
Responses: 2♠ is to play; 3M is preemptive raise; 2NT is artif. asking bid.

2S: 7+ to 11 HCP. Natural, Weak Intermediate Strong Conv.
Responses: 2NT Force (asks for feature). New Suit NF (RONF).

OTHER CONV. CALLS: Weak Jump Shifts: In Comp Not in Comp
4th Suit Forcing (only after 1♣ opening) NMF 2-way NMF (no, but after a 1♣ opening, Responder's 2♣ rebid is almost always an artif. invite)