Chip Martel & Zia Mahmood

SPECIAL DBLS Negative to 4◇ Responsive thru 4♡ Support DBL Snapdragon	**DIR NT OVERCALLS** 1NT 15⁺ to 18 HCP System On (11-15 balancing) Jump to 2NT: 2 low unbid suits

2/1
Strong forcing opening: 2♣, 3N

NOTRUMP OPENING BIDS
1NT: 14+-17   2NT: 20 - 21
                              3NT: 4 Major PRE (4m asks)

2♣ STAYMAN
 4-suit TRANSFERS
1NT- 3♣ = Puppet Stayman
1NT- 3◇ 4-4-(4-1), FG
1NT-3M (4-1)-4-4, FG
          Transfer Lebensohl, Neg. DBL through 3♠

SIMPLE OVERCALL 8-18 HCP; Cue = 1-rd force; Jump raise weak. Jump Q = shaped Limit Raise OR Strong	In 2nd and Vs Weak NT DBL= Penalty **2♣**: MAJORS **2◇ : ◇ + Major** **Vs. Strong NT in 4th seat:** DBL=1m OR H+S 2m= suit + a Major 2M always Natural

MAJOR OPENINGS
5-cards 1st & 2nd
RESPONSES
DBL raise: 3♠= limit, 3♡
and in comp. PRE.
Conventional Raises:
  2NT; Splinters;
  3♠; 3NT; 1♡–2♠
Conv. Responses:
  1M-1NT Semi-Forcing
Reverse Drury

MINOR OPENINGS
1♣ =3+
1◇ = 4⁺ or 4-4-3-2
RESPONSES
Double raise weak
Single Raise GF
1NT/1♣ = 6-10 HCP
2♡/1◇ = 10-11
  bal, OR LR
1m-2♠= mixed raise

(2-way Checkback)

JUMP OVERCALL Preemptive except Intermediate V vrs NV 2NT response forcing.	**Over Opp's T/O DBL** New suit force 1-level Xfers after 1M at the 2-level 2NT, 2♡ /m = L. R 3M-1 = mixed raise

OPENING PREEMPTS LIGHT	**VS. PREEMPTS** Takeout DBL Lebensohl 2NT Resp
DIRECT CUEBID MICHAELS	Conv. T/O vs wk 2: Q, Jump Q, 4m

	DESCRIBE	RESPONSES
2♣ strong	Artificial, F to 2NT or 3M	2◇ waiting; Cheaper minor 2nd neg.
2◇ Flannery	11 to 16 HCP 4♠, 5-6♡	Conv. Resps: 2NT, 3◇ , 4♣, 4◇
2M	5 to 10 HCP, May be 2-suited	2NT resp. by UPH = modified. Ogust

SLAM CONVENTIONS
Gerber, Super Gerber, Redwood. 4NT: RKCB
Interference over ace-asking bid: DOPI

DEFENSIVE CARD PLAY
Spot card leads:
   4th best from honor, 2nd high (or top) from xxx(x)
Honor leads: A from AK vs Suits(mostly) and NT
After trick 1: J, 10, 9 May= 0, 2 Higher
Primary signal to partner's leads is attitude
     Carding: Smith vs NT, Trump suit preference,
                frequent suit Preference

OTHER CONVENTIONAL CALLS
Jump Shifts: Fit-showing by PH and in comp to 4m

 vs Strong 1♣, NT=minors, DBL= majors

**UPSIDE DOWN
ATTITUDE & COUNT Except
trick 1 versus Suits**