SPECIAL DOUBLES

After Overcall: Penalty ☐

Negative ■ thru 4♥

Responsive ■: thru 4♥ Maximal ■

Support: Dbl. ■ thru 2M Redbl ☐

Card-showing ■ Min. Offshape T/O ☐

SIMPLE OVERCALL

1 level 8 to 17 HCP (usually)

often 4 cards ☐ very light style ☐

Responses

New Suit: Forcing ☐ NFConst ■ NF ☐

Jump Raise: Forcing ☐ Inv. ☐ Weak ■

Jump Q=MR,L1/3 resp F. Xfer/X after 1L OC

JUMP OVERCALL

Strong ☐ Intermediate ☐ Weak ■

2NT ASKS FOR SHORTNESS

OPENING PREEMPTS

	Sound	Light	Very Light
3/4-bids	■	■	☐

Conv./Resp. 4♣,4♦/3♣=SPECIAL RKC

DIRECT CUEBID

OVER:	Minor	Major	Artif. Bids
Natural	☐	☐	■
Strong T/O	☐	☐	☐
Michaels	■	■	☐

♣/2♦=MICHAELS,1♣-2♣=Nat

NOTRUMP OVERCALLS

Direct: 15 to 18 Systems On ■

Conv. ☐

Balancing: 11 to 16

Jump to 2NT: Minors ☐ 2 Lowest ■

Conv. ☐ 2♣/BAL= NT RANGE ASKING

DEFENSE VS NOTRUMP

vs: Weak=under 16

2♣ MAJORS

2♦ HEARTS

2♥ SPADES

2♠ GOOD 2S BID

Dbl: Penalty-Direct Cards vs Weak

Other 2NT=natural vs Weak NT

Dbl in PO or PH=5+m and 4+M

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 3♦/MAJOR=MIXED, Xfer/M

VS Opening Preempts Double Is

Takeout ■ thru Penalty ☐

Conv. Takeout:

Lebensohl 2NT Response ■

Other: Laeping Michaels

SLAM CONVENTIONS

Gerber ■: 4NT: Blackwood ☐ RKC ■ 1430 ☐

IN A GF MINOR SUIT AUCTION, KC IS: MINOR+1 IN NON JUMPS

JUMP TO MINOR+1 OR 4 OF THE AGREED MINOR.

vs Interference: DOPI ■ DEPO ■ Level: 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 K x	T 9 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 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

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 ☐

DEFENSIVE CARDING

	vs SUITS	vs NT
Standard:	■	■
Except	☐	

Modified Rusinow, after trick 1

Upside-Down:

count	☐	☐
attitude	☐	☐

FIRST DISCARD

Lavinthal	☐	☐
Odd/Even	☐	☐
	☐	☐

OTHER CARDING

Smith Echo	☐	■
Trump Suit Pref.	■	
Foster Echo	☐	☐

SPECIAL CARDING ■ PLEASE ASK

NAMES NICKELL-KATZ #

GENERAL APPROACH

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 17

to

5-card Major common ■

System on over X&some2♣

2♣ Stayman ■ Puppet ☐

2♦ Transfer to ♥ ■

Forcing Stayman ☐

2♥ Transfer to ♠ ■

2♠ MINOR STAYMAN

2NT ♣

3♣ ♦

3♦ PUPPET

3♥ 4-1-4-4

3♠ 1-4-4-4

4♦, 4♥ Transfer ■

Smolen ■

Lebensohl ■ (F denies)

Neg. Double ■

Other: South African/Stayman

2NT 20 to 21

Puppet Stayman ☐

Transfer Responses:

Jacoby ■ Texas ■

3♠ MINOR STAYMAN

3NT to

Solid Major Preempt

Conventional NT Openings

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: MIXED RAISES, 3♣=LR, Gazilli

1NT: Forcing ☐ Semi-forcing ■

2NT: Forcing ☐ Inv. ☐ to

3NT: to

Drury ■: Reverse ■ 2-Way ☐ Fit ■

Other: Inv JS

MINOR OPENING

Expected Min. Length	4	3	NF 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: MIXED RAISES

Frequently bypass 4 + ♦ ■

1NT/1♣ 7 to 10

2NT Forcing ■ Inv. ☐ 12+ to 15

3NT: 16 to 17

Other: JS=Inv, 1♣-2♦-5-5+M 7-10

	DESCRIBE	RESPONSES/REBIDS
2♣ to HCP Strong ☐ Other ☐ 2♦ Resp: Neg. ☐ Waiting ☐	Controls	KOKISH,3♣=2ND NEG/2♠ PASS=2+ Contols. XX=0/1 Controls
2♦ 6 to 12 HCP Natural: Weak ■ Intermediate ☐ Strong ☐ Conv. ☐		2M=CONSTRUCTIVE 2NT Force ■ New Suit NF ☐
2♥ 6 to 12 HCP Natural: Weak ■ Intermediate ☐ Strong ☐ Conv. ☐		Xfer/X,2♠ 2NT Force ■ New Suit NF ☐
2♠ 6 to 12 HCP Natural: Weak ■ Intermediate ☐ Strong ☐ Conv. ☐		Xfer/X,2♠ 2NT Force ■ New Suit NF ☐

OTHER CONV. CALLS: New Minor Forcing: ☐ 2-Way NMF ■

Weak Jump Shifts not in Comp. ☐ 4th Suit Forcing: 1 Round ☐ Game ■

1m(1NT)RAISE=MAJORS,1M(1NT)2m=NAT+5 OF OM

UN/UN CHEAPEST Q FOR NEXT NAT SUIT. 2 Level JS=INV.

3LEVEL JUMPS IN COMP=7-11 Texas after 1m-(1M) Xfers after our Preempts (X)

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