

ALBERT STALL & NEW FINISH

SPECIAL DOUBLES

Negative thru 4H+ thru 4♠+ TOUCHING Maximal  
Responsive thru 4H+  
Support: Dbl thru 2our suit Redbl  
Card-showing Min. Offshape T/O  
Snapdragon; (1a)-1b-(1N)-X T/O

NOTRUMP OVERCALLS

Direct: 15+ - 18 Systems On  
Conv.  
Balancing: 11-15; Unusual by PH  
Jump to 2NT: Minors 2 Lowest  
Conv.

SIMPLE OVERCALL

1 level 8-17 HCP (Usually)  
Often 4 cards very light style  
2 level etc Responses 1 level etc  
New Suit: Forcing NConst NF  
Jump Raise: Forcing Inv. Weak  
JumpQ mixed; Trf/Neg X of our 1M

DEFENSE VS NOTRUMP

Vs: STRorWK PH WK UPH  
2♣ C+H M's  
2♦ D+H H  
2♥ H S  
2♠ S 4S+long m  
Dbl. S + another PEN  
Other 3m PRE 2N: H+long m  
3M INV

JUMP OVERCALL

Strong Intermediate Weak  
As over weak 2

OPENING PREEMPTS

Sound Light Very Light  
3/4-bids  
Conv./Resp 3DHS-4C & 3C-4D RKC  
3C-3D art; 3C-3M GF; NAMYATS  
1st + 2nd pos

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 OR GF  
Other TRF/1M; Many Art Raises

DIRECT CUEBID

OVER: Minor Major Art. Bids  
Natural  
Strong T/O  
Michaels

Vs. Opening Preempts Double Is

Takeout thru 4S Penalty  
Conv. takeout  
Lebensohl 2NT Response  
Other 4m Leaping Michaels / 2 level

GENERAL APPROACH

Standard American - with gadgets  
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 3 under 1: INV

NOTRUMP OPENING BIDS

1NT 3♣ 4441 not S spl  
15-17 3♦ 54 m's 3~1 M's  
5%14 3♥ 55 m's  
5-Card Major common 3♠ 1-4-4-4 exactly  
System on over Art X  
2♣ Stayman Puppet  
2♦ Transfer to ♣ 4♦, 4♥ Transfer  
Forcing Stayman Smolen  
2♥ Transfer to ♠ Lebensohl (SAD denies)  
2♠ Bal Inv or C Neg. Double  
2NT D or wk m's Other Texas > 3C o/c

2NT 20-21

Puppet Stayman  
Transfer Responses:  
Jacoby Texas  
3♠ Art Relay to 3N  
1 or both m's  
3NT Pre in 1 m  
4m Namyats 1st-2nd

Conventional NT Openings  
#NT-4S Art Slam Try

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 3M+1=SPL 10-12  
1NT: Forcing Semi-Forcing  
2NT: Forc. Inv. Jacoby  
3NT: 1H-3N+ & 1S-4C+SPL 13-15  
Drury: Reverse 2-Way Fit  
Other 3 under INV

MINOR OPENING

Expected Min. Length 4 3 2 Other  
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♣ 6-10  
2NT: Forc. Inv. 12-15 or 18+  
3NT: 16-18  
Other 1m-4C=H; 1m-4D=S no comp.

SLAM CONVENTIONS

Gerber 4NT: Blackwood RKC 1430  
EXCL RKC; minor KCB; Dbl RKC; Serious 3N with 9 card M fit  
5N usually pick a slam  
vs Interference: DOPI DEPO Level: 5+ of our suit ROPI

LEADS (circle card led, if not in bold)

versus SUITS versus NT  
xx xxx xxxx  
xxx xxx xxx  
AKx T9x AKJx AQJx  
KQx KJT x AJT9 AT9x  
QJx KT9x KQJx KQT9  
JT9 QT9x KJT9 KT9x  
KQT9 QJT x QT9x  
JT9x T9xx

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

Standard: vs SUITS vs NT  
Except  
Vs NT K=Unblock or count  
Upside-Down: count attitude  
lead 0/2 in middle of hand  
FIRST DISCARD  
Lavinthal  
Odd/Even  
2nd Hand Split 0/2  
OTHER CARDING  
Smith Echo  
Trump Suit Pref.  
Foster Echo

2♣ 21+ HCP Describe 3N Solid Suit; 3H 3S 4C rebid 5+D+suit bid  
Strong Other Resp cheaper m 2nd Neg 2♦: Neg Waiting

2♦ 6-12 HCP Describe May be light 3rd Pos and/or Fav Vul  
Natural Conv. Resp /2N: 3m ART; 3M NAT 2NT Force New Suit NF MINOR

2♥ 6-12 HCP Describe Over T/O X: 2M L/D + 2N thru 3 under Trf  
Natural Conv. Resp 3m NE but 2M F 2NT Force New Suit NF MINOR

2♠ 6-12 HCP Describe 3M Jump INV; 2N then 4C RKC  
Natural Conv. Resp 3m NF but 2M F 2NT Force New Suit NF MINOR

OTHER CONVENTIONAL CALLS: New Minor Forcing 2-Way NMF X-Y-Z  
Weak Jump Shifts in comp UPH 4th Suit Forcing: 1 Round Game  
Unusual Vs Unusual; Roman Jumps; Equal Level Conversion  
Trf / 2N raise or rebid; Scrambling 2N NAMYATS 1st 2nd Position  
By PH: XYZ-2C R to 2D and XYZ-2D INV By PH: FSJ  
By PH: after 1N rebid-2C R to 2D no comp