

SPECIAL DOUBLES

Negative: ⇒ 4♦
Responsive: ⇒ 4♦
Support: ⇒ 3Q
Anti Lead Dbl, Support Rdbl

SIMPLE OVERCALL

3+ hcp (occ. light) NSNF (usually)
Responses: 3♥+ OR 3/3 = force
2bid: Limit+(2-lev) OR Force (3-lev+)
Jump Raise is: Preemptive
 JS=Force (Fit in Comp) Many Fit Bids
 Jump Q = **Mixed Raise** (also 6th seat)

JUMP OVERCALL

WIDE RANGE (0-15+) (Vul vs. Not) (Usually)
Intermediate Weak
 i-cd suit only if 5/5 1♣-2♦=Michaels
 2NT = **modified Ogust**
 NSNF except 3H+ = F and 3/3 = F

OPENING PREEMPTS

WIDE RANGE (0-15+) (Usually)
Light
NAMYATS (Solid Major)
NSNF (NV) Many Asking Bids

DIRECT CUEBID

Natural vs. NF short 1♦
Two Suits Michaels
 1♣-2♣ = 5/4 or 4/5 Majors
 1♣-2♦ = **Michaels**

SLAM CONVENTIONS (1430)

Gerber Over NT, 5♣ SuperGerber **4NT: Roman Keycard**
 KeyCard Responses to Splinters 4m may be RKC.
Interference over 4NT R2D2 (Redouble or Double = 2nd Step)
 R2D2 vs interference in any step sequence; Odd-Even above 5T; 4♠=RKC/preempts

LEADS

Vs. Suits
 ⊗X XX⊗X
 ⊗X⊗ XXXX⊗
 ♣AKx 109⊗
 KQx KJ⊗x
 QJx K⊗⊗x
 J109 Q⊗⊗x
 KQ109
♣A: Thru 4-Level
K: At 5-Level+, Partner's Suit, or Shifting to Sing.
 From Int. Sequence: Random

Vs. NT

⊗X ⊗⊗XX
 ⊗xx ⊗⊗x⊗X
 AKJx AQJx
 AJ⊗9 A10⊗⊗
 KQJx KQ109
 KJ⊗x K10⊗⊗
 QJ10x Q10⊗⊗
 J109x
 10⊗x⊗
K for Unblock or Count
A or Q for Attitude

Length Lead Vs. SUITS: 3rd Best from Even, Low from Odd
Length Lead Vs. NOTRUMP: Usually 4th Best, 3rd Best in Partner's Suit, High (or 2nd high) from Bad Suit

LEADS & SIGNALS FREQUENTLY DECEPTIVE

DIRECT NT OVERCALLS

1NT 15 to 18 hcp (not rigid)
 Systems On
Jump to 2NT: Any Range
 Usually **2-lowest Unbid**

Vs. 1NT: STRONG DIRECT BY PH

Dbl = ♦+♥ OR ♣+♠
 2♣ = ♣+♥ OR ♦+♠
 2♦ = ♥+♠
 2♥/2♠ = Natural

Vs. WEAK NT & Balance

Dbl = Penalty (or Cards)
 2♣ = ♥+♠ or one minor
 2♦ = ♥'s or ♠'s
 2♥/♠ = natural with minor
 3m = preemptive

OVER OPP'S TAKEOUT DOUBLE

New Suit Force: 1 level NF at 2-level
JS: Force (Fit)
 Redouble Implies No Fit
MAJORS: 2NT = Limit+ (4)
 2♣ = Constructive Raise
 2♦ = Normal Raise, Other NS NF
 Raise = Doubleton
 1NT = Trans ⇒ 2♣ (many hands)
 3NT = Good Preempt
MINORS: 2NT = Bal limit raise
 3NT = GF bal raise
JS other min = Unbal limit raise

Vs. Opening Preempts Double Is

	Takeout	Lebensohl
Weak 2's	■	■ FADS
3-Bids	■	

DEFENSIVE CARDING vs SUITS vs NT

Standard:
Count ■ ■
Attitude ■ ■
Suit Preference ■ ■
 Odd/Even Discard (if needed)
 Primary Signal: Attitude
 Very few count signals
 Possible SP in trumps
 After Trick 1: J, 10 or 9 may be 0 or 2 if needed (rare)
 Smith Echo vs. NT (if needed)
 "Q" or "J" may be "Alarm Clock"
 No signals vs. Slams

GENERAL APPROACH: Aggressive Standard American

ANY ACTION MAY BE LIGHTER THAN STANDARD

2/1: One-round force
VERY LIGHT: OPENINGS OVERCALLS PREEMPTS
FORCING OPENING: 2♣; 4♣/4♦ (Namyats)

NOTRUMP Freq 5-cd Major, Maybe Off-Shape

1NT: 14 to 16 (15-17 in 3rd & 4th seat) 2NT: 5/5+ Minors, 3-12 (varies with vulnerability)

2♣-any-2NT (21+) (GF) (Puppet, Jacoby, Texas) 2♣ Non-Forc St OR very strong 5/5+ minors

3NT: **Gambling** (1st & 2nd) - Any Solid Suit, No side A or K

TRANSFERS: So.Afr.Texas (MST) 4-Suit Jacoby thru 3♣

1N-2♣: ♠'s or Size Ask. 1NT-3♦/3♥/3♠: Natural with Primary ♠'s GF

Transfer Lebensohl FASS Negative Doubles thru 3♠

Smolen (5422), Retransfers, CARDS

2♣-2X-2M = signoff (scramble) 2♣-2X-2N: may have 5 spades

MAJOR OPENINGS

1♥-1♠ Opening on 4 Cards
 Often Seldom
 1st-2nd ■
 3rd-4th ■ 3rd ■ 4th

RESPONSES

Double Raise 4 trumps, 5-8
 3♣ may be limit raise
Double Raise in Comp: Preemptive
Conventional Raises:
 2NT = **Modified Jacoby**
Splinters 3NT= 4x3, 13-15
 2-Way Reverse Drury
 2NT by PH = ♣'s
 Fit-Showing JS by PH, NF (4+)

MINOR OPENINGS

	4+	3+
1♣	■	■
1♦	□	◀◀■

RESPONSES

Double Raise: Preemptive
Double Raise in Comp: Preemptive
Single Raise Forcing thru 3m
 1NT/1♣: 8 to 10 hcp
 1♦/1♠: 6+ **May Bypass**
 2NT: **Invitational**
 3NT: 13-15 (4+ in other minor)
 Splinters: 4m & 5m only
 Fit-Showing JS by PH, NF (4+)
 3-lev: **Preemptive JS**

2♣ Balanced 21+ OR 8½+ Tricks

Strong ■ **Step Responses** → 4♦(Controls) **RESPONSES**
 Kokish (24+)
 C3L=2nd neg

2♦/2♥/2♠ 3 to 9 hcp N.V: Usually

Natural ■ 5-card suit
 Vul: 6-cd suit
Distribution and Suit Quality Irrelevant

Fit-Showing JS in Comp (F) & by PH (NF), Many fit-showing bids

4th Suit Forcing: 1 Round (GF at 3-level)

2-way Checkback Good/Bad 2NT

Unusual v. Unusual Jump in 4th suit = **Invitational**

4 suit trans after 2NT rebid **OFT 2♣**

Vs. dead NT after their 1m opening: DONT

2NT in competition is rarely natural

Almost never pass partner's opening bid;

Occasional tactical psyches – no specific agreements.