

**SPECIAL DOUBLES**

After Overcall: \_\_\_\_\_  
Negative  thru \_\_\_\_\_  
Responsive  : thru \_\_\_\_\_ Maximal   
  
Card-showing  Min. Offshape T/O

**NOTRUMP OVERCALLS**

Direct: 15 to 18 Systems on   
Balancing: 11 to 14  
Jump to 2NT: Minors  2 Lowest

NAMES Ford + JD

**GENERAL APPROACH**

Precision  
Two Over One: Game Forcing  Game Forcing Except When Suit Rebid   
VERY LIGHT: Openings  3rd Hand  Overcalls  Preempts   
FORCING OPENING: 1C  2♣

**SIMPLE OVERCALL**

1 level 8 to + HCP (usually)  
often 4 cards  very light style   
Responses  
New Suit: Forcing  NFConst  NF   
Jump Raise: Forcing  Inv.  Weak

**DEFENSE VS NOTRUMP**

vs: Strong weak  
2♣ Dont cap  
2♦  
2♥  
2♠  
Dbl:

**NOTRUMP OPENING BIDS**

12 1NT to 14 3♣  
to 3♦  
5-card Major common  3♥  
System on over  3♠  
2♣ Stayman  Puppet   
2♦ Transfer to ♥

2NT 20 to 21  
Puppet Stayman   
Transfer Responses:  
Jacoby  Texas   
3♠  
3NT 25 to 28

**JUMP OVERCALL**

Weak

**OVER OPP'S T/O DOUBLE**

New Suit Forcing: 1 level  2 level   
Jump Shift: Forcing  Inv.  Weak   
Redouble implies no fit

2♥ Transfer to ♠  Lebenshl   
2♠ transfer C  
2NT + transfer D  
Neg. Double

**OPENING PREEMPTS**

Sound Light Very Light  
3/4-bids

**VS Opening Preempts Double Is**

Takeout  thru 4th penalty   
conv that is take out

**MAJOR OPENING**

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

**MINOR OPENING**

Expected Min. Length 4 3 0-2 NF conv  
1♣     
1♦

**RESPONSES**

Double Raise: Force  Inv.   
After Overcall: Force  Inv.  Weak   
Conv. Raise: 2NT

**RESPONSES**

Double Raise: Force  Inv.  weak   
After Overcall: Force  Inv.  Weak   
Forcing Raise:

Single raise   
Frequently bypass 4+♦   
1NT/1♣ C to 10  
2NT Forcing  Inv.  11 to 12  
3NT: 13 to 15

**DIRECT CUEBID**

OVER: Minor Major  
Natural   
Strong T/O   
Michaels

**SLAM CONVENTIONS** Gerber : 4NT: Blackwood  RKC  1430

vs Interference: DOPI  DEPO  Level: \_\_\_\_\_ ROPI

**LEADS** (circle card led, if not in bold)

versus Suits		versus Notrump	
<b>x</b>	<b>x x x x</b>	<b>x</b>	<b>x x x x</b>
<b>x x x</b>	<b>x x x x x</b>	<b>x x x</b>	<b>x x x x x</b>
<b>A K x</b>	<b>T 9 x</b>	<b>A K J x</b>	<b>A Q J x</b>
<b>K Q x</b>	<b>K J T x</b>	<b>A J T 9</b>	<b>A T 9 x</b>
<b>Q J x</b>	<b>K T 9 x</b>	<b>K Q J x</b>	<b>K Q T 9</b>
<b>J T 9</b>	<b>Q T 9 x</b>	<b>Q J T x</b>	<b>Q T 9 x</b>
<b>K Q T 9</b>		<b>J T 9 x</b>	<b>T 9 x x</b>

**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

Upside-Down: count    
attitude

**FIRST DISCARD**

Lavinthal    
Odd/Even

**OTHER CARDING**

Smith Echo    
Trump Suit Pref.    
Foster Echo

**DESCRIBE** **RESPONSES/REBIDS**

2♣ <u>11</u> to <u>15</u> HCP <u>6C or SC + 4M</u>	
2♦ <u>11</u> to <u>15</u> HCP <u>5-0-4-4</u>	
2♥ <u>6</u> to <u>10</u> HCP	2NT Force <input type="checkbox"/>
2♠ <u>6</u> to <u>10</u> HCP	2NT Force <input checked="" type="checkbox"/>

**OTHER CONV. CALLS:**

Weak Jump Shifts: In Comp.   
4th suit forcing  to game

**SPECIAL CARDING**  **PLEASE ASK**