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### GENERAL APPROACH

2 over 1

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  3♥♥ GF

System on over X, 2♣ 3♠♠ GF

2♣ Stayman  Puppet

2♦ Transfer to ♥  4♦, 4♥ Transfer

Forcing Stayman  Smolen

2♥ Transfer to ♠  Lebensohl  (Fast denies)

2♠ Range ask or ♣ Neg. Double  3 level

2NT transfer to ♦ Other:

2NT 20 to 21

Puppet Stayman

Transfer Responses:

Jacoby  Texas

3♠ Minor suit tries

3NT      to     

Gambling

Conventional NT Openings

### MAJOR OPENING

Expected Min. Length	4	5
1st/2nd	<input type="checkbox"/>	<input type="checkbox"/>
3rd/4th	<input type="checkbox"/>	<input type="checkbox"/>

### RESPONSES

Double Raise: Force  Inv.  Weak

After Overcall: Force  Inv.  Weak

Conv. Raise: 2NT  3NT  Splitter

Other: Jacoby

1NT: Forcing  Semi-forcing

2NT: Forcing  Inv.  to

3NT: 13 to 15 (2 cds)

Drury: Reverse  2-Way  Fit

Other: 3-way Drury Kokish GT Bergen Rev

### MINOR OPENING

Expected Min. Length	4	3	0-2	Conv.
1♣	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
1♦	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

### RESPONSES

Double Raise: Force  Inv.  Weak

After Overcall: Force  Inv.  Weak

Forcing Raise: J/S in other minor

Single raise  Other: criss-cross inv

Frequently bypass 4+♦

1NT/1♣ 8+ to 11-

2NT Forcing  Inv.  11 to 12

3NT: 13 to 15

Other: double js = splitter

### SPECIAL DOUBLES

After Overcall: Penalty

Negative  thru 4♥

Responsive  : thru 4♥ Maximal

Support: Dbl.  thru 2♠ Redbl

Card-showing  Min. Offshape T/O

### NOTRUMP OVERCALLS

Direct: 15 to 18 Systems on

Conv.

Balancing: 10 to bad 15

Jump to 2NT: Minors  2 Lowest

Conv.

### DEFENSE VS NOTRUMP

vs: Strong Weak

2♣ ♣ and Maj ♠ & Round

2♦ ♦ and Maj ♦ and Maj

2♥ natural natural

2♠ natural natural

Dbl: minor/both maj Penalty

Other 2N = minors 2N = ♣ or maj

Full Meckwell

### SIMPLE OVERCALL

1 level 8 to 17 HCP (usually)

often 4 cards  very light style

Responses

New Suit: Forcing  NF Const  NF

Jump Raise: Forcing  Inv.  Weak

### JUMP OVERCALL

Strong  Intermediate  Weak

### OPENING PREEMPTS

	Sound	Light	Very Light
3/4-bids	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Conv./Resp.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

### DIRECT CUEBID

OVER:	Minor	Major
Natural	<input type="checkbox"/>	<input type="checkbox"/>
Strong T/O	<input type="checkbox"/>	<input type="checkbox"/>
Michaels	<input type="checkbox"/>	<input type="checkbox"/>
Leaping Michaels	<input type="checkbox"/>	<input type="checkbox"/>

### 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	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Minors	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Other	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

### VS Opening Preempts Double Is

Takeout  thru 4♥ Penalty

Conv. Takeout:

Lebensohl 2NT Response

Other:

SLAM CONVENTIONS Gerber : 4NT: Blackwood  RKC  1430

Gerber over LNT

vs Interference: DOPI  DEPO  Level: 5 of trump suit+ ROPI

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

versus Suits	versus Notrump
<b>x x</b> (x)(x)(x)	<b>x x</b> (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 9 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 <input type="checkbox"/>	vs NT <input type="checkbox"/>
3rd/5th Best	vs SUITS <input type="checkbox"/>	vs NT <input type="checkbox"/>
	Attitude vs NT <input type="checkbox"/>	

### Primary signal to partner's leads

Attitude  Count  Suit preference

### DEFENSIVE CARDING

Standard:	vs SUITS	vs NT
Except <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Upside-Down:		
count	<input type="checkbox"/>	<input type="checkbox"/>
attitude	<input type="checkbox"/>	<input type="checkbox"/>

### FIRST DISCARD

Lavinthal	<input type="checkbox"/>	<input type="checkbox"/>
Odd/Even	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>

### OTHER CARDING

Smith Echo	<input type="checkbox"/>	<input type="checkbox"/>
Trump Suit Pref.	<input type="checkbox"/>	<input type="checkbox"/>
Foster Echo	<input type="checkbox"/>	<input type="checkbox"/>

### SPECIAL CARDING

### PLEASE ASK

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

Weak Jump Shifts: In Comp.  Not in Comp.

4th Suit Forcing: 1 Rd.  Game  Unusual vs Unusual

Reverse Flannery (5-7 2♥, 8-10 2♠)

3344 (Spiral)

1♦-3♣ invitational

Serious 3NT