

SPECIAL DOUBLES

After Overcall: Penalty thru (4♠)
Negative thru (4♠)
Responsive thru (4♦) Maximal
Support: Dbl. thru (2♥) Redbl
Card-showing Min. Offshape T/O
Supp-Dble's=3-card-fit or bal 14-16 poor stop

SIMPLE OVERCALL

1 level 8 to 16 HCP (usually)
often 4 cards very light style
Responses
New Suit: Forcing NFConst NF
Jump Raise: Forcing Inv. Weak
QB=LR+. Transfer Advances over any Resp-Dble.

JUMP OVERCALL

Strong Intermediate Weak
Weak in direct; Intermediate in bal.

OPENING PREEMPTS

Sound Light Very Light
3/4-bids
Conv./Resp. 4♣=MiniKey, 4♦=MK ov 3♣, 4♠

DIRECT CUEBID

OVER: Minor Major
Natural
Strong T/O
Michaels
(1x)-P-(1y): 4th 1NT, 2x, 2y=nat (unless x=M, =Mich)

SLAM CONVENTIONS Gerber : 4NT: Blackwood RKC 1430
0314 if 4NT on m, and Exclusion. 5NT or other King-ask=Specific-Kings, 5NT answer=2 KeyCards plus void.
DFPS/RFPS (i.e., F=First=1or 4). 6 of NewSuit ask 3rd Rnd (Q or xx). LastTrain encourages if no room.
vs Interference: DOPI DEPO Level: below/above 5 in our suit 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
A K X	A K J X
K Q X	K J T 9
Q J X	K Q J X
J T 9	Q T 9 X
K Q T 9	J T 9 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

SPECIAL CARDING

NOTRUMP OVERCALLS

Direct: 16 to 19 Systems on
Conv. Systems OFF over Dble
Balancing: 11 to 15
Jump to 2NT: Minors 2Lowest
Conv. Systems OFF over Dble

DEFENSE VS NOTRUMP

vs: 10-15 NT dir 14-18 NT dir+bal
2♣ ♦ or named-M+?m ♣ and a Major
2♦ ♥ xfer ♦ and a Major
2♥ ♥ + ♠ ♥
2♠ ♠ ♠
Dbl: Pen/Cards 1 mnr or Maj's
Other 2NT=♣ xfer, 3♣=m's 2NT=minors
3♦=M's strong. Bal bids = Meckwell - see RHS.

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 Transfers. Sing in Lo, WJS in Hi-rank.

VS Opening Preempts Double Is

Takeout thru 4♥ Penalty
Conv. Takeout: 4NT over (4♠)=t/o
Lebensohl 2NT Response
Other: Over 4♠+above, Dble=Pen with cards

DEFENSIVE CARDING

Standard: vs SUITS vs NT
Except
K from AK(x) at 4+ level or if supported
Known 6+(5 if affordable), Mid=Enc, Hi/Lo=SP
Upside-Down: count
attitude

FIRST DISCARD

Lavinthal
Odd/Even
UpsideDown Discards

OTHER CARDING

Smith Echo
Trump Suit Pref.
Foster Echo

PLEASE ASK

NAMES Ian Findlay (K 250-458-8) Gordon Campbell (L 305-738-0)

GENERAL APPROACH

Weak 1NT, 2/1 FG (CC version as at 2020May20)
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
11-13 to NV
11½-13½ to Vul
5-card Major common
System on over (2♣) only
2♣ Stayman Puppet
2♦ Transfer to ♥
Forcing Stayman
2♥ Transfer to ♠
2♠ MSS both-m wk or FG
2NT >3♣ either-m wk or FG
3♣ nat IG
3♦ nat IG
3♥ H-sing 3145/3154 FG
3♠ S-sing 1345/1354 FG
4♠=1430, 4♦=M's, 4M=nat
4♦, 4♥ Transfer
Smolen
Lebensohl (fast denies)
Neg. Double ; ov nat (2x)+(3x)
Other: Trf-Leb. P1-RN-OT

2NT 19+ to 21

Puppet Stayman
Transfer Responses:
Jacoby Texas
3♠ >3NT, now 4M=KeyC.
4M=both. 3NT, 4C=trf

3NT Gamble to seat 1,2
4♦=ask. Play in seat 3,4

Conventional NT Openings

Aft Stay, 3OM=x-sing FG, 4♦=bal
Garb Stay, Texas jump over 2NT.

MAJOR OPENING

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

MINOR OPENING

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

RESPONSES

Double Raise: Force Inv. Weak
After Overcall: Force Inv. Weak
Conv. Raise: 2NT 3NT Splinter
Other: Kokish 2Way-GT. MiniSplinter 7+.
1NT: Forcing Semi-forcing
2NT: Forcing Inv. PH ♥♦2♠ to 5-5 m's
3NT: 13-15 to Drury 2♣=3
Drury : Reverse 2-Way Fit
Other: 1♥-2♠, 3♠=wk; 1♠-4♥=void, Bart 1M-1NT-2♠

RESPONSES

Double Raise: Force Inv. Weak
After Overcall: Force Inv. Weak
Forcing Raise: J/S in other minor
Single raise Other: nat FG, 2NT sing-ask
Frequently bypass 4+♦
1NT/1♣ 8-9 to 1♦-3♠=CX ♦-LimR
2NT Forcing Inv. 10-12 to
3NT: 13-15 to 1♠-1♦=3+cd
Other 1♣-2♦=CX ♣-LimR; 1m-2M, 3M=wk

DESCRIBE

RESPONSES/REBIDS

2♣ 21-36 to HCP Strong <input checked="" type="checkbox"/> Other <input type="checkbox"/> 2♦ Resp: Neg <input type="checkbox"/> Waiting <input checked="" type="checkbox"/>	bal 21+up or 9 trks 2♦=K+, 2♥=no-K. Kokish-Relay. 2♠, 2NT, 3m: 2 of T3H in S, H, m
2♦ 3-9 NV to 5-11 V HCP Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	Weak 2NT=bal 15-17 F0, 3♠=art ♦-fit IG+ 2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>
2♥ 3-9 NV to 5-11 V HCP Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	Weak Grade ABC, 3♥=2 of T3H 2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/>
2♠ 3-9 NV to 5-11 V HCP Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	Weak Grade ABC, 3♠=2 of T3H 2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/>

OTHER CONV. CALLS: New Minor Forcing: 2-Way NMF Full XYZ
Weak Jump Shifts: In Comp. Not in Comp. No Puppet/Bergen/Flowers. Ingberman.
4th Suit Forcing: 1 Rd. Game 1x-(2M) and 2x-(Dble): 2OM=nat, 2NT+3y=Trf. Trf-Leb ov M-Michs.
4SFG if not XYZ. Aft o/c or bal 1NT-(Dble), all bids=nat, Rdbl=2-suits. 1♠-1♦-1♥-1♠=Trf to C. Mixed 2NT in Comp.
3NT o/c then 2-under. GoodBad 2NT by Opener. Dble of NT's usually Penalty exc. Meckwell. Anti-Michaels/Unusual.