

SPECIAL DOUBLES
 After Overcall: Penalty _____
 Negative thru 4♥
 Responsive thru 4♥ Maximal
 Support: Dbl. thru 2♠ Redbl
 Card-showing Min. Offshape T/O

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
 Fit Showing Jump

JUMP OVERCALL
 Strong Intermediate Weak
 2NT=20to21 in balancing

OPENING PREEMPTS
 Sound Light Very Light
 3/4-bids
 Conv./Resp. Vul Not Vul

DIRECT CUEBID
 OVER: Minor Major Artif. Bids
 Natural
 Strong T/O
 Michaels

SLAM CONVENTIONS Gerber 4NT: Blackwood RKC 1430
 vs Interference: DOPI DEPO Level: at 6 ROPI

LEADS (circle card led, if not in bold)
 versus Suits versus Notrump

xx	xxxx	xx	xxxx
xxx	xxxxx	xxx	xxxxx
AKx	T9x	AKJx	AQJx
KQx	KJT x	AJT 9	AT9 x
QJx	KT 9 x	KQJx	KQT 9
JTx	QT 9 x	QJT x	QT 9 x
KQT 9	JT 9 x	JT 9 x	T 9 x 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: 15 to 18 Systems On
 Conv. _____
 Balancing: 11 to 14
 Jump to 2NT: Minors 2 Lowest
 Conv. _____

DEFENSE VS NOTRUMP
 vs: Weak & Strong
 2♣ ♣/♦/♥/♠
 2♦ ♥ & ♠
 2♥ ♥ & ♣ or ♦
 2♠ ♠ & ♣ or ♦
 Dbl: Penalty Oriented
 Other 2NT = ♣ & ♦
 Cappelletti

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 Reverse Dormer

VS Opening Preempts Double Is
 Takeout thru 4♥ Penalty
 Conv. Takeout: _____
 Lebensohl 2NT Response
 Other: _____

DEFENSIVE CARDING
 vs SUITS vs NT
 Standard:
 Except
 Upside-Down:
 count
 attitude

FIRST DISCARD
 Lavinthal
 Odd/Even

OTHER CARDING
 Smith Echo
 Trump Suit Pref.
 Foster Echo

PLEASE ASK

NAMES Eiji Kujirai Lewis Richardson # 1798057
GENERAL APPROACH
 2/1 Game Force
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
 15 1NT to 17
 3♣ Weak 5♣ & 5♦
 3♦ GF 5♣ & 5♦
 3♥ 3♠-1♥-4/5♣♦
 3♠ 1♠-3♥-4/5♣♦
 5-card Major common
 System on over DBL & 2♣
 2♣ Stayman Puppet
 2♦ Transfer to ♥ 4♦, 4♥ Transfer
 Forcing Stayman Smolen
 2♥ Transfer to ♠ Lebensohl (fast denies)
 2♠ Transfer to ♣ Neg. Double at 3 level
 2NT Transfer to ♦ Other: _____

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: Original Bergen Raises. Jacoby 2NT
 1NT: Forcing Semi-forcing ph
 2NT: Forcing Inv. _____ to _____
 3NT: 13 to 15
 Drury : Reverse 2-Way Fit
 Other: Original Reverse Drury

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

RESPONSES
 Double Raise: Force Inv. Weak
 After Overcall: Force Inv. Weak
 Forcing Raise: J/S in other minor Limit
 Single raise Other: 1♣/♦ -2♣/♦ GF
 Frequently bypass 4 + ♦
 1NT/1♣ 7 to 10
 2NT Forcing Inv. 11 to 12
 3NT: 13 to 15
 Other: Splinter

	DESCRIBE	RESPONSES/REBIDS
2♣ 19+ to _____ HCP Strong <input checked="" type="checkbox"/> Other <input type="checkbox"/> 2♦ Resp: Pos. 2♥=Neg	If balanced 22+	2NT=♥ a good suit 2♠/3♣/♦=a good suit
2♦ 5 to 10 HCP Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	3♣=m & BS, 3♦=m & GS	3♥=Max & BS, 3♠=Max & GS 2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/>
2♥ 5 to 10 HCP Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	Same as above	Ogust 2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/>
2♠ 5 to 10 HCP Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	Same as above	Ogust 2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/>

OTHER CONV. CALLS: New Minor Forcing: 2-Way NMF
 Weak Jump Shifts in Comp 4th Suit Forcing: 1 Round Game

Transfer into weak 2'(3♣/♦/♥) Stayman after partner OC 2NT in direct or balancing
 Math over strong ♣ DEF vs Unusual 2NT & Michaels. Ingberman. FSJ