

SPECIAL DOUBLES
 After Overcall: Penalty _____
 Negative thru 7H
 Responsive: thru 7H Maximal
 Support: Dbl thru 2H Rdbl
 Card-showing Min. Offshape T/O
 snapdragon, lead inhibiting/dire

NOTRUMP OVERCALLS
 Direct: 15+ to 18 Systems on
 Conv. _____
 Balance: 11 to 16
 Jump to 2NT: Minors 2 Lowest
 Conv. Range Stayman

DEFENSE VS NOTRUMP
 vs: UPH PH
 2♠ D or H & S Same
 2♥ H or S & C Same
 2♥ S or C & D Same
 2♠ C or D & H Same
 Dbl penalty C&H or D&S
 Other: 2N = C & H or D & S
 all suit bids = same as 2 level

SIMPLE OVERCALL
 1-level 7 to + HCP (usually)
 Often 4 cards Very light style
Responses
 New Suit: Forcing NFConst NF
 Jump Raise: Forcing Inv. Weak
 Jump Q = mixed; xfer adv

JUMP OVERCALL
 Strong Intermediate Weak
 xfer McCabe

OPENING PREEMPTS
 Sound Light Very Light
 3/4-bids
 Conv./Resp. xfer McCabe

DIRECT CUEBID
 Over: Minor Major
 Natural
 Strong T/O
 Michaels
 2H/1D = michaels if short D

OVER OPP'S T/O DOUBLE
 New Suit Forcing: 1-level 2-level
 Redouble implies no fit
 2NT Over Limit + Limit Weak
 Majors
 Minors
 Other: xfer adv. 2N over D = GF

VS OPENING PREEMPT DOUBLE IS
 Takeout thru _____ Penalty
 Conv. Takeout: _____
 Lebensohl 2NT Response
 Other: Leaping Michaels

SLAM CONVENTIONS Gerber 4NT: Blackwood RKC 1430
 Redwood; Preempt KC (1st=0); Modified Q asks; specific K;
 dbl = 0, pass = contrl in suit; rdbl = control/0. Exclusion 0314
 vs. Interference: DOPI DEPO Level: _____ ROPI

LEADS (click 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 x x x x
 A K x 10 9 x A K J x A Q J x
 K Q x K J 10 x A J 10 9 A 10 9 8
 Q J x K 10 9 x K Q J x K Q 10 9
 J 10 x Q 10 9 x Q J 10 x Q 10 9 8
 K Q 10 9 J 10 9 x 10 9 8 x
Length Leads:
 4th Best vs Suits vs NT
 3rd/5th Best vs Suits vs NT
 K=Cnt/Unblock vs NT Attitude vs NT

DEFENSIVE CARDING vs Suits vs NT
 Standard:
 Except
 Frequent SP, infrequent cnt
 Upside-Down Count
 Upside-Down Attitude
FIRST DISCARD
 Lavinthal
 Odd/Even
OTHER CARDING
 Smith Echo
 Trump Suit Pref.
 Foster Echo

Primary signal to partner's leads
 Attitude Count Suit Preference

SPECIAL CARDING PLEASE ASK

NAMES Chris Gibson and Chris Wiegand

GENERAL APPROACH
 Precision, strong NT, relatively light openings
 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 3N

NOTRUMP OPENING BIDS
 1NT 3♣ 4x1; resp stayman
 14 to 16 3♠ Mlnors; GF
 15 to 17 3♥ 3=1-(5/4) GF
 5-Card Major Common 3♠ 1=3-(5/4) GF
 System On Over X, 2C
 2♠ Stayman Puppet
 2♥ Transfer to ♠ 4♥ 4♥ Transfer
 Forcing Stayman Smolen
 2♥ Transfer to ♠ Lebensohl (Fast denies)
 2♠ Size ask or C Negative Double 2&3
 2NTD; 3D accepts Rubensohl

2NT 22 to 23
 Puppet Stayman
Transfer Responses:
 Jacoby Texas
 3♠ -> 3N; min hand w/FF
 KC resp.
 3NT to _____
 Namyats; 1 maj
Conventional NT Openings

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: 2D = LR+, 1M-3M = mixed
 1NT: Forcing Semi-forcing
 2NT: Forcing Inv. 14+ to _____
 3NT: 14 to 16
 Drury : Reverse 2-Way Fit
 Other: Kokish, 2C = art GF, 1H-2S

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
 Single raise Other: 2D/2H/2S
 Frequently bypass 4+♦
 1NT/1♣: H to GF
 2NT: Forcing Inv. 14 to 16
 3NT: 17 to 18
 Other: 1N/1D = 10-13 bal; 2C/1D NF

DESCRIBE
 2♠ 10 to 15 HCP 6+C, does not deny
 Strong Other 4 or 5 card major
 2♥ Response: Neg Waiting
 2♥ 9 to 12 HCP 6+ D, maybe 4-5 major
 Natural: Weak Intermediate Strong Conv
 2♥ 4 to 9 HCP 5+H
 Natural: Weak Intermediate Strong Conv
 2♠ 4 to 9 HCP 5+S
 Natural: Weak Intermediate Strong Conv

RESPONSES/REBIDS
 2D ask; 2M=NF const;
 3C inv; 2N=wk C or GF
 2 suiter; 3M = GF
 2H ask; 2M/N - NF Con;
 2NT Force New Suit NF
 Mod Ogust; xfer McCabe
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OTHER CONV CALLS: New Minor Forcing 2-Way NMF xfer xyz
 Weak jump shifts: In Comp. Not In Comp. Fit Jumps in comp;
 4th Suit Forcing: 1 Round To Game 1M/3m = inv. Un vs un;
 relays over 1C (usually transfers); DAF; Cyclone/SFA

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