**SLAM CONVENTIONS**

- **Gerber**
  - 4NT: Blackwood
  - RKC 0/3, 1/4, ...
  - 4NT Gerber over 1NT & 2NT openings, responses & rebids: 0/4, 1, 2, 3

- After Blackwood (Gerber): 5NT asks for: number of kings

- **DOPI**
  - Double = 0 (first step), Pass = 1 (second step), then bid steps.

**SPECIAL DOUBLES**

- After Overcall: Negative 2 of 1 or 2 with 4+ hearts

- Negative 2 thru 3:

**SIMPLE OVERCALL**

- 1 level 8 to 17 HCP (usually) may be a great 4 cards at 1-level

**DEFENSE VS NOTRUMP**

| 2 ♠ | natural (♦) |
| 2 ♠ | natural (♦) |
| 2 ♥ | natural (♥) |
| 2 ☆ | natural (♥) |

**RESPONDING**

- thru S

**FACIAL CARDS**

- **NAMES**
  - **MIT/DL Bridge Club Standard**
    - All partners play BLACK and may choose to play RED (alert)

**FORCING OPENING**

- **NOTRUMP OPENING BIDS**
  - 1NT 15 to 17
  - 3 ♠, invites 3NT
  - 3 ♠, invites 3NT
  - 6 ♠, forcing, inv slam

**SYSTEM ON OVER Double**

- 2 NT: Stayman minor suit after Stayman is forcing

**RESPONSES**

- 2 ♦ Transfer to 4 ♦
  - (fast denies)

**MAJOR OPENING**

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

**RESPONSES**

- Double Raise:
  - Inv.
  - Weak

- After Overcall: Force Inv.

- Conv. Raise:
  - 2NT
  - Splinter

**MINOR OPENING**

- Expected Min. Length 4 3
  - 1♣
  - 1♦

**RESPONSES**

- Double Raise:
  - Inv.
  - Weak

**OVER OPP’S T/O DOUBLE**

- New Suit Forcing: 1 level

**UNDERCUEBID**

- Major

**OPENING PREEMPTS**

- Sound
  - Light

- 3/4-bids by vulnerability

**LENGTH LEADS:**

- 4th Best vs SUITS vs NT
  - 3rd/5th Best vs SUITS vs NT
  - Attitude vs NT

**LEADS**

- (circle card led, if not in bold)

- **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

**OTHER CONV. CALLS**

- New Minor Forcing: after opener’s 1NT rebid only

- Weak jump shift always

- 4th Suit Forcing: Game

**OTHER CONV. CALLS**

- Negative thru 3NT

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<th>Transfer to</th>
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<th>HCP</th>
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- Normally a good 6-card suit

- Natural: Weak

- 2NT Force: bid A or K if max

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- Normally a good 6-card suit

- Natural: Weak

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**DESCRIPTIONS/REBIDS**

- Double weak with length: penalty

- 2NT rebid: sys on if waiting, lacks a good suit

- 2♥ 5 to 11 HCP

- Normally a good 6-card suit

- Natural: Weak

- 2NT Force: bid A or K if max

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- Normally a good 6-card suit

- Natural: Weak

- 2NT Force: bid A or K if max

**SPECIAL CARDS**

- Partner opens/overcalls: cue bid of opponent’s suit is a raise, at least inviting game (LR+)

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March, 2012