

**SPECIAL DOUBLES**  
 After Overcall:  
 Negative  of 1♠ or 2♠ with 4+ hearts  
 Negative  thru 3♠

**SIMPLE OVERCALL**  
 1 level 8 to 17 HCP (usually)  
 may be a great 4 cards at 1-level  
**Responses**  
 New Suit: Forcing   
 Jump Raise: Inv.  Weak

**JUMP OVERCALL**  
 Weak

**OPENING PREEMPTS**  
 Sound Light  
 3/4-bids    
 by vulnerability

**DIRECT CUEBID**  
 OVER: Minor Major  
 Natural   (normally alert)  
 in either suit if opponents have bid two suits  
 Michaels   5-5 or longer  
 majors major & a minor

**SLAM CONVENTIONS** Gerber : 4NT: Blackwood  RKC  1430  
 4♣ Gerber over 1NT & 2NT openings, responses & rebids: 0/4, 1, 2, 3  
 After Blackwood (Gerber): 5NT (5♣) asks for: number of kings   
 vs Interference: DOPI  Double=0 (first step), Pass=1 (second step), then bid steps.

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

<b>x x</b>	x x x x	<b>x x</b>	x x x x
x x <b>x</b>	x x x x x	x x x	x x x x x
<b>A K x</b>	<b>T 9 x</b>	<b>A K J x</b>	<b>A Q J x</b>
<b>K Q x</b>	<b>K J T x</b>	<b>A J T 9</b>	<b>A T 9 x</b>
<b>Q J x</b>	<b>K T 9 x</b>	<b>K Q J x</b>	<b>K Q T 9</b>
<b>J T x</b>	<b>Q T 9 x</b>	<b>Q J T x</b>	<b>Q T 9 x</b>
<b>K Q T 9</b>	<b>J T 9 x</b>	<b>T 9 x x</b>	

**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**  
 **PLEASE ASK**

**NOTRUMP OVERCALLS**  
 Direct: 15 to 18 Systems On   
 Over Weak 2: 16 to 19 Systems On   
 Balancing: 11 to 15 Systems Off  
 Jump to 2NT: 5-5 or longer 2 Lowest

**DEFENSE VS NOTRUMP**  
 vs: Cappelletti/Hamilton/Pottage:  
 2♣ unspecified 6+ card suit (2♦ asks)  
 2♦ 5+♥ and 5+♠ (5-4 OK if good hand)  
 2♥ 5+♥ and 5+minor (4 minor OK if g.h.)  
 2♠ 5+♠ and 5+minor (4 minor OK if g.h.)  
 Dbl: penalty (systems off)

**OVER OPP'S T/O DOUBLE**  
 New Suit Forcing: 1 level   
 Jump Shift: Weak   
 Redouble implies no fit   
 2NT Over Limit + 2NT is a raise, at  
 Majors  least inviting game  
 Minors   
 Double Raise: Inv.  Weak

**VS Opening Preempts Double Is**  
 Takeout  thru 4♥  
 Lebensohl 2NT Response

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**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

**NAMES** #  
**MIT/DL Bridge Club Standard or 2/1**  
 All partners play BLACK  and may choose to play RED  (alert)  
**FORCING OPENING:** 2♣

**NOTRUMP OPENING BIDS**  
15 <sup>1NT</sup> to 17  
 3♣ 6+♣, invites 3NT  
 3♦ 6+♦, invites 3NT  
 3♥ 6+♥, forcing, inv slam  
 3♠ 6+♠, forcing, inv slam  
 System on over Double  
 2♣ Stayman  minor suit after Stayman is forcing  
 2♦ Transfer to ♠  4♦, 4♥ = Texas  thru 4♣  
 2♥ Transfer to ♠  Lebensohl  (fast denies)  
 2♠ forces 3♣ for signoff in a minor  
 2NT natural, invites 3NT

2NT 20 to 21  
**Transfer Responses:**  
 Jacoby  Texas   
 3NT 25 to 27  
 Stayman, transfers, 4NT inv

**MAJOR OPENING**  
 Expected Min. Length 4 5  
 1st/2nd    
 3rd/4th    
**RESPONSES**  
 Double Raise: Inv.   
 After Overcall: Inv.  Weak   
 Conv. Raise: 2NT  Splinter   
 Other: Jacoby: 4M=weak 3NT=med 3M=str  
 3suit=singleton/void 4suit=5+card good suit  
 2NT: natural, 11 to 12  
 3NT: 16 to 17 1NT Forcing   
 Drury : Reverse   
 Other: 2/1 game force

**MINOR OPENING**  
 Expected Min. Length 4 3  
 1♣    
 1♦    
**RESPONSES**  
 Double Raise: Inv.   
 After Overcall: Inv.  Weak   
 Single Raise: force to 2NT, LR+  Weak   
 1♦-2♣ game force. 1♦-3♣ invitational.  
6 to 10  
 2NT 11 to 12  
 3NT 13 to 15

**DESCRIBE** **RESPONSES/REBIDS**  
 2♣     to     HCP 22+ or 9+ tricks  
 Strong   
 2♦ Resp: Neg.  Waiting  2NT rebid: sys on  
 normally a good 6-card suit  
 2♦ 5 to 11 HCP normally a good 6-card suit  
 Natural: Weak   
 2♥ 5 to 11 HCP normally a good 6-card suit  
 Natural: Weak   
 2♠ 5 to 11 HCP normally a good 6-card suit  
 Natural: Weak   
**OTHER CONV. CALLS:** New Minor Forcing:  after opener's 1NT rebid only  
 Weak jump shift  always 4th Suit Forcing: Game   
 Over opener's strength-showing reverse: either direct raise strongest, 2NT=Lebensohl.  
 Partner opens/overcalls: cue bid of opponent's suit is a raise, at least inviting game (LR+)