



### SPECIAL DOUBLES

After Overcall: **Penalty**  \_\_\_\_\_  
 Negative  thru 4D  
 Responsive  : thru 4D Maximal   
**Support: Dbl.**  thru 4H Redbl   
 Card-showing  Min. Offshape T/O   
**Snappedragon**

### SIMPLE OVERCALL

1 level 7 to 17 HCP (usually)  
 often 4 cards  very light style

#### Responses

New Suit: Forcing  NFConst  NF   
 Jump Raise: Forcing  Inv.  Weak   
 JS=Good, 2NT=LMR

### JUMP OVERCALL

**Strong**  **Intermediate**  **Weak**   
 Transfers after X

### OPENING PREEMPTS

Sound Light Very Light  
 3/4-bids     
 Conv./Resp. 3D/3C->3H, 4C=Slam Tr

### DIRECT CUEBID

OVER: Minor Major  
 Natural    
 Strong T/O    
 Michaels    
 2 minor cue NAT/1C or ART 1D

**SLAM CONVENTIONS** Gerber : 4NT: Blackwood  RKC  1430   
 Roman

**Kickback, Exclusion**  
 vs Interference: DOPI  DEPO  Level: 5/6 ROPI

### LEADS (circle card led, if not in bold)

| versus Suits                  | versus Notrump            |
|-------------------------------|---------------------------|
| <b>x x</b> x x x <b>x</b>     | <b>x x</b> (x)(x)(x)      |
| x x <b>x</b> x x x <b>x</b> x | <b>x x x</b> (x)(x)(x)(x) |
| (A)K x <b>T</b> 9 x           | (A)K J x (A)Q J x         |
| <b>K</b> Q x <b>K</b> J T x   | A J T 9 A T 9 x           |
| <b>Q</b> J x <b>K</b> T 9 x   | K(Q)J x (K)Q T 9          |
| <b>J</b> T 9 <b>Q</b> T 9 x   | Q(J)T x Q T 9(x)          |
| <b>K</b> Q T 9                | J(T)9 x T 9(x)(x)         |

#### LENGTH LEADS:

4th Best vs SUITS  vs NT   
 3rd/5th Best vs SUITS  vs NT   
 4th best vs suits after trick 1. **Rusinow vs NT**   
 always applicable. Upsidedown Suit Preference

#### Primary signal to partner's leads

Attitude  Count  Suit preference

### NOTRUMP OVERCALLS

**Direct:** 15 to 18 Systems on   
**Conv.**  \_\_\_\_\_  
**Balancing:** 10+ to 15  
 Jump to 2NT: Minors  2Lowest   
**Conv.**  2NT P O S 19-21

### DEFENSE VS NOTRUMP

vs: Strong Weak  
 2♣ C + Major S, + H or C  
 2♦ D + Major D + Major  
 2♥ NAT  
 2♠ \_\_\_\_\_  
 Dbl: ->2C, 1 minor 14+  
 Other or 2 Majors. 3rd seat  
 always weak

### 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 2N=C/1D, Suit Lead Transfer

### VS Opening Preempts Double Is

Takeout  thru 4H Penalty   
 Conv. Takeout: \_\_\_\_\_  
 Lebensohl 2NT Response   
 Other: Michaels Q

### DEFENSIVE CARDING

vs SUITS vs NT  
 Standard:    
 Except   
 Std @ trick 1 when lead shows A + K  
 Upside-Down:  
 count    
 attitude    
**FIRST DISCARD**  
 Lavinthal    
 Odd/Even

### OTHER CARDING

Smith Echo Rev    
 Trump Suit Pref.    
 Foster Echo

**NAMES** Eric Rodwell-Jeff Meckstroth

### GENERAL APPROACH

#### R-M Precision

**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  
14 to 16 3♣ forces 3D  
15 to 17 3♦ forces 3H  
 5-card Major common  3♥ S short 10+ minors  
 System on over ART X  3♠ H short 10+ minors  
 2♣ Stayman  Puppet   
 2♦ Transfer to ♥  4♦, 4♥ Transfer   
 Forcing Stayman  Smolen   
 2♥ Transfer to ♠  Lebensohl (Slow denies)  
 2♠ Size Ask Neg. Double  Nat   
 2NT Puppet Other: Card X Art

2NT 19 20 to 20 21  
 Puppet Stayman   
**Transfer Responses:**  
 Jacoby  Texas   
 3♠ MSS

3NT \_\_\_\_\_ to \_\_\_\_\_  
 Good 4M opening 1/2

#### 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: \_\_\_\_\_  
 1NT: Forcing  Semi-forcing   
 2NT: Forcing  Inv.  \_\_\_\_\_ to \_\_\_\_\_  
 3NT: \_\_\_\_\_ to \_\_\_\_\_  
 Drury : Reverse  2-Way  Fit   
 Other: Invitational JS

### MINOR OPENING

Expected Min. Length 4 3 <sup>NF</sup> 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: on in comp  
 Frequently bypass 4+♦   
 1NT/1♣ C positive to \_\_\_\_\_  
 2NT Forcing  Inv.  11+ to 13-  
 3NT: To to Play  
 Other Rev Flannery Jumps

### DESCRIBE

### RESPONSES/REBIDS

|  |                |  |
|--|----------------|--|
| 2♣ <u>11</u> to <u>15</u> HCP<br>Strong <input type="checkbox"/> Other <input type="checkbox"/><br>2♦ Resp: Neg <input type="checkbox"/> Waiting <input type="checkbox"/>    | 6+ Clubs       | Neg X thru 4D<br>2D, 2NT, 3 level  |
| 2♦ <u>11</u> to <u>15</u> HCP<br>Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/> | 3 suited       | short D<br>2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/> |
| 2♥ <u>5</u> to <u>10</u> HCP<br>Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>  | Can be 5 cards | 2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>            |
| 2♠ <u>5</u> to <u>10</u> HCP<br>Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>  | Mod Ogust 2NT  | 2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>            |

**OTHER CONV. CALLS:** New Minor Forcing:  2-Way NMF  Meck  
 Weak Jump Shifts: In Comp.  Not in Comp.  2C after 1NT overcall, Neg Free bids  
 4th Suit Forcing: 1 Rd.  Game  @ 2-level. Mathe vs Big C. U/U - transfers  
 1H-2H. Suit Lead Trans. 1D X Trans. Anti Lead X's.

## SPECIAL CARDING PLEASE ASK