

# David Berkowitz – Larry Cohen

## PRECISION

**STRONG FORCING OPENING : 1♣**

### SPECIAL DOUBLES

Negative, Responsive → ∞  
 Support → 3♥  
 Gametry/Maximal → 3♥  
 Rosenkranz → 2♠  
 Suit/Lead → 4♥

### DIRECT NT OVERCALLS

1NT: 15-18 HCP – front of card  
 Jump to 2NT = 2 lowest unbid  
 Balancing 1NT = 10-15/16  
 sandwich position=15-18

### SIMPLE OVERCALL

7-17 HCP – maybe light  
 UPH: new suit at new level=F  
 Jump cue-bid=mixed raise  
 Jump in comp. = fit  
 Suit/lead transfer after double

### VS. OPPONENTS NT

**Versus Top range of 15+ :**  
 2♣=♣+? 2♦=♦+(♥or♠)  
 2♥=♥+♠ 2♠=♠(weak)  
 X=One suit (if ♠, strong)  
**Versus Top range of 14- or 3<sup>rd</sup> seat :**  
 2♣=♥+♠ 2♦=♥or♠  
 2♥=♥+minor 2♠=♠+minor

### NOTRUMP OPENING BIDS

**1NT=14-16** (15-17 4<sup>th</sup>) 2NT = 21-22  
 3NT= 4 ♣/♦ preempt (Gambling 3<sup>rd</sup>,4<sup>th</sup>)  
**Over 1NT:** 2♦relays 2♥; 2♥→2♠; 2♠→3♣; 2N=Ask  
 3♣=Puppet Stayman; 3♦=To play; 3♥/3♠=Splinter  
 Texas; Neg Doubles; Smolen; Transfer lebensohl

### JUMP OVERCALL

Weak (maybe OK opp. PH)  
 2NT asks shortness  
 Transfers after double

### OVER OPP. T.O. DOUBLE

New suit forcing on 1 level  
 Transfers (direct raise=weakest)  
 Jumps=fit; 2NT=Limit over Maj

### MAJOR OPENINGS

5-Card Majors (Occ. 4)  
 1NT response=**Semi-Force**  
 2/1=Game Force  
 2NT= GF 4+ trump raise  
 3♦= Limit 4+ trump raise  
 3-raise=Mixed  
 3-other (under)=Nat. Inv.  
 3NT=4x3 13-15 NF  
 4-raise=wide range (0-15)  
 1♠-1N-2♥-3♣=Artificial  
 Drury; 2-way Game tries;  
 Transfers after Double

### MINOR OPENINGS

1♣=Precision (16/17+)  
 1♦=Negative (0-7/8)  
 1♥/1♠/2♣/2♦= Nat GF  
 1NT=8-13 Balanced  
 2♥/2♠=14-15, 16-17 Bal  
 3-suit=4x1; 3N=solid suit  
 In comp: X=any 5-8  
 1♦=10-15 HCP, usually 2+  
 Inv. raise; 2N/3♣=invite  
 Comp: 1♦(1♥)1♠ = minors  
 1♦(x): xx=♥, 1♥=♠, 1♠=NT  
 2♥/2♠=Majors, Wk/Inv.

### OPENING PREEMPTS

Namyats: 4♣=♥; 4♦=♠  
 (In 3<sup>rd</sup> seat, natural)  
 4NT=Good 5-minor open

### vs. OPPONENT PREEMPTS

Double=takeout  
 lebensohl in all positions  
 Jump to 4♣/♦=GF min +maj

### PSYCHICS

Rare

### DIRECT CUEBID

Michaels; 2NT asks  
 Tying minor for good hand

### SLAM CONVENTIONS

Roman Keycard Blackwood (0-3, 1-4); Kickback  
 4♣/♦RKC; 4♣ Preempt Keycard ask; TAB,CAB  
 Soloway JS 1♥-2♠; Serious 3NT, Splinter Relays

2♣ 10-15 HCP 6+♣ (5+ in 3<sup>rd</sup> seat); 2M=Nat, F  
 2♦=Artif. Ask: 2NT → 3♣:3♣ → 3♦: Neg X

2♦ 10-15 HCP 0-1♦ (4-3 or 4-4 in majors) 2N=asks  
*in 3<sup>rd</sup> seat only* : 0-11 HCP, 5+♦

2♥ 5-10 HCP 6+♥ (occ. 5) 2N=asks  
 NS=NF n.v.; transfers after double

2♠ 5-10 HCP 6+♠ (occ. 5) 2N=asks  
 NS=NF n.v.; transfers after double

### OTHER CONVENTIONAL CALLS

Crash vs. Big ♣, 2♣; 4<sup>th</sup>-suit GF; x-fers after 1♦ (X)  
 PH Jumps=Fit; Umjuno; Two-way Checkback;  
 Pass-Double inversion; Suit/Lead after Dbl.; Bart

### DEFENSIVE CARD PLAY

**Honor Leads:** 2<sup>nd</sup> Highest **AK KQ QJ J10 109**  
 (But highest in partner's suit)

**Spot card Leads:** 4<sup>th</sup> vs. NT 3<sup>rd</sup>/5<sup>th</sup> vs. Suits

**Trick One:** Count vs. NT; Suit-Preference vs. Suits

**Later signals:** First Discard=Odd/even; Smith vs. NT

**COUNT=STANDARD ATTITUDE=UPSIDE DOWN**