

**SPECIAL DOUBLES**

After Overcall: Penalty  MAX=Touch Only  
 Negative  thru 4♥ + - cards higher  
 Responsive  : thru 4♥+ Maximal   
 Support: Dbl.  thru 2 our M. Redbl   
 Card-showing  Min. Offshape T/O   
(1a)-1y-(1any)-X = T/O

**NOTRUMP OVERCALLS**

Direct: 16 to 18 Systems on   
 Conv.  But Trns--> Their M = Spl  
**Balancing:** 11-16 to 2c Size Ask  
 Jump to 2NT: Minors  2 Lowest   
 Conv.  Bal 2NT = 19-21; PH 1N = 2 lower

**DEFENSE VS NOTRUMP**

vs: **Strong & Weak**  
 2♣ ♥'s + ♠'s 2♦ = pick  
 2♦ ♦'s  
 2♥ ♥'s  
 2♠ ♠'s  
 Dbl: Penalty by UPH ♠'s by PH  
 Other \_\_\_\_\_

**SIMPLE OVERCALL**

1 level 8 to 17 HCP (usually)  
 often 4 cards very light style   
 2+ level o/c Responses  1-level   
 New Suit: Forcing  NFConst  NF   
 Jump Raise: Forcing  Inv.  Weak   
Jump Q Mixed. JS Inv. Trf Adv / X

**JUMP OVERCALL**

Strong  Intermediate  Weak   
Respond as to Wk 2's Trf Adv / 2M - X

**OPENING PREEMPTS**

Sound Light Very Light  
 3/4-bids     
 Conv./Resp. NS over X = Lead

**DIRECT CUEBID**

OVER: Minor Major  
 Natural    
 Strong T/O    
 Michaels    
Jump to 3M=<GT;>2M, 3c=P/C; \* GT's Inside

**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 / 1M-X: Tr Adv. Spl (3M+1 = Lite)

**VS Opening Preempts Double Is**

Takeout  thru 4♠ Penalty   
 Conv. Takeout: (2M)-3M=Stop Ask  
 Lebensohl 2NT Response  > 2M  
 Other: Leaping Michaels / 2M - 4m F

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

Mini-KC / Preempts (4♦ / ♠'s; 4♣ / other suits) - [0, 1w/o, 1w, 2w/o, 2w]  
 4♣ = Mini-KC over Wk2 - 2NT - Any Minorwood/Redwood 5NT Often Pick-a-Slam  
 vs Interference: DOPI  DEPO  Level: DEPO >= Our Suit ROPI

**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 X X X X (X)	X X X X (X) X (X) X
(A) K x T 9 x	(A) K J x A Q J x
K Q x K J T x	A J T 9 A T 9 x
Q J x K T 9 x	(K) Q J x (Q) Q T 9
J T 9 Q T 9 x	Q J T x Q T 9 x
K Q T 9	J T 9 x T 9 x x

**DEFENSIVE CARDING**

Standard:  vs SUITS vs NT   
 Except   
9/10=0/2 higher, mid-of-hand  
Vs NT, K asks count/unblock  
 Upside-Down:  
 count    
 attitude    
**FIRST DISCARD**  
 Lavinthal    
 Odd/Even    
**OTHER CARDING**  
 Smith Echo    
 Trump Suit Pref.    
 Foster Echo

**LENGTH LEADS:**

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

K from AK at 5+ level  
**Primary signal to partner's leads**  
 Attitude  Count  Suit preference

**SPECIAL CARDING**  **PLEASE ASK**

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**NAMES**

**GENERAL APPROACH**  
**STANDARD AMERICAN with Gadgets** (\* Means See Inside of Card)  
**Two Over One:** Game Forcing  Game Forcing Except When Suit Rebid   
**VERY LIGHT:** Openings  3rd Hand  Overcalls  Preempts   
**FORCING OPENING:** 1♣  2♣  Natural 2Bids  Other

**NOTRUMP OPENING BIDS**

1NT	14+ to 17	3♣ <u>Puppet Stayman</u>
_____ to _____	_____ to _____	3♦ <u>5-5+ m's, GF</u>
5-card Major common <input type="checkbox"/>	_____ to _____	3♥ <u>3-1-(5-4)</u>
System on over <u>Art X, 2♣</u>	_____ to _____	3♠ <u>1-3-(5-4)</u>
2♣ Stayman <input type="checkbox"/> Puppet <input type="checkbox"/>	2c-2R-2S=Inv, 2c-2d-2H=Junk	_____ to _____
2♦ Transfer to ♥ <input type="checkbox"/>	4♦, 4♥ Transfer <input type="checkbox"/>	_____ to _____
Forcing Stayman <input type="checkbox"/>	Smolen <input type="checkbox"/>	_____ to _____
2♥ Transfer to ♠ <input type="checkbox"/>	Lebensohl <input type="checkbox"/> ( <u>fast denies</u> )	_____ to _____
2♠ <u>Range Ask or ♣'s</u>	Neg. Double <input type="checkbox"/> <u>Goldway*</u>	_____ to _____
2NT ♠'s or 5-5 m's, wk	Other: <u>Texas &gt; O/C's -&gt; 3♣</u>	_____ to _____

**2NT 20 to 21**  
 Puppet Stayman   
**Transfer Responses:**  
 Jacoby  Texas   
 3♠ 1 or 2 Minors\*  
 Smolen

**3NT Gmbgl. to 4♣ P/C**  
 4♦ SI Try 4M NF 4N Inv

**MAJOR OPENING**

Expected Min. Length	4	5
1st/2nd	<input type="checkbox"/>	<input type="checkbox"/>
3rd/4th	<input type="checkbox"/>	<input type="checkbox"/>

**RESPONSES**  
 Double Raise: Force  Inv.  Weak   
 After Overcall: Force  Inv.  Weak   
 Conv. Raise: 2NT  3NT  Splinter   
 Other: 3M+1 = Light Splinter  
 1NT: Forcing  Semi-forcing   
 2NT: Forcing  Inv.  JAC to OBY  
 3NT: \_\_\_\_\_ to \_\_\_\_\_  
 Drury : Reverse  2-Way  Fit   
 Other: 3-under JS = Inv UPH; Trf Adv / X

**MINOR OPENING**

Expected Min. Length	4	3	0-2	Conv.
1♣	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
1♦	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

**RESPONSES**  
 Double Raise: Force  Inv.  Weak   
 After Overcall: Force  Inv.  Weak   
 Forcing Raise: J/S in other minor   
 Single raise  Other: F to 3m by UPH  
 Frequently bypass 4+♦   
 1NT/1♣ 6 to 10  
 2NT Forcing  Inv.  11 to 12  
 3NT: 16 to 18  
 Other: 1♦/3♣ Inv. Dbl JS = Nat

**DESCRIBE RESPONSES/REBIDS**

2♣ <u>22+ to If Bal'd</u> HCP	Strong <input type="checkbox"/> Other <input type="checkbox"/>	3-4 Lvl = good suit	Kokish (Inv 3♣ / 3♥ rebld)
2♦ Resp: Neg <input type="checkbox"/> Waiting <input type="checkbox"/>	X / XX Very Weak	3♦ > 3♣ 2nd Neg or Wait	
2♦ <u>5 to 11</u> HCP	Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	NSF / X, OC	(L/D) - But May Raise
2♥ <u>5 to 11</u> HCP	Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	Trf Adv / X	2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>
2♠ <u>5 to 11</u> HCP	Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	Trf Adv / X	NSF/OC(L/D-MayRaise)
			2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>

**OTHER CONV. CALLS:** New Minor Forcing:  2-Way NMF  UPH, No Comp\*  
 Weak Jump Shifts: In Comp.  Not in Comp.  by UPH; 2C->2D by PH, No Comp\*  
 4th Suit Forcing: 1 Rd.  Game  JS by PH = Fit (exc. 1M - 3♣) \* see inside  
Trf's / 2N Jump Rebid & 1M-1N-2N: Eq Lvl Conv; Forced 2N Scramble resp to T/O X if \*  
System on / 1N, 2N, 3N O/C (but Trf to their Maj. = SPL); Unus vs (Unus NT & Michaels)

**Boca Team Game – Procedural Rules & Announcements**

- It's **Your** Duty to Alert Opp's to your Non-Std. Agreements
  - Pre-alert Non-Std. Carding Agreements
  - Alert Non-Std. Bidding and Carding Agreements
- May review pr. trick until your side plays to curr. trick
- You may consult Std. Boca Conv. card at any time
- You may consult your opp's cards' spec. agreements
- You may announce meaning of bid if on Std. Card
- You may not consult your card's special agreements
- Alert (don't Announce) meaning of bid on your card
- Don't suggest meaning for bid not addressed on Std. Card
- "Std. Card" refers to inside as well as outside of card

**Boca Team Game – Excusable Errors & Rules**

- Pulling Out Wrong Bid from Bid Box
    - Not "change of heart"
  - Revokes
  - Exposed Cards
  - Bid or Lead out of Turn
  - Systemic Mis-bid of Std. Card (Round 1 or 2)
- If Excusable Error Occurs:**  
 Play board if reasonable result can be achieved.  
 If not, throw out board.  
 Does not matter whether board previously played.  
 "Active ethics" applies in All Cases



**NOTUMP OPENINGS Regular Lebensohl over 2d,2H,2S O/C's of 1NT**

2NT forces 3c, then: P or 3 of "under" suit = to play  
cue = Stayman with stopper  
3NT shows stopper  
3 of "over" suit = Invitational  
Direct cue bid Stayman w/o stopper  
3 new suit Forcing  
3NT directly Denies stopper

**Raising 1NT Opener's Major after Stayman - Shown as "Goldway"**  
3 Other Major Unspecified Splinter. Relay, then L/M/H  
4C = RKC 4D = Balanced Raise

**Transfers to Minor after 1NT Opener: Follow-ups**  
3 of Higher Suit Splinter  
Raise/Jump to agreed 4m Minorwood (else, Redwood applies)  
Jump to 4M Natural, NF, 5-6

**After 2N Open (or Rebid/ 2C Open) 3S: Relay to 3NT (1 or 2 minors)**  
**If both minors:** If 1 minor: 4m = other minor. Then:  
4M = 5-5 SPL ST1 rejects; else RKC resp's. **If ST1, then:**  
4NT = NF, INV ST2 = RKC (4N=NF, Other=Q or Last Train)  
**1N - 2c - 2d - 4 Red Transfers (Stayman then Texas)**

**MAJOR OPENINGS Jacoby 2NT Follow-ups**  
Rebid of 4M = flat min JS to 4 lower = 5-5 good suits, no side A/K  
3 of New Suit = SPL 3M > than 4M; 3NT = K+ > than 3M  
**Mini-Splinters Show 10-12, Unspecified**

1H-3S, 1S-3NT Next Step is Relay; Reply L/M/H by Rank  
**Regular Splinters Show 13-15, Specified**  
1H-3NT = Spade Splinter If stronger, use Jacoby or something else  
**Rev. Drury and PH JS, SPL Show Fit, except P-1M-3C = Nat, Inv.**

P-1M-2NT Both minors, approx. 9-11 HCP  
Drury then NS / 2d, 2M Natural  
P-1M-3M Mixed - 5 trumps or 4 with shape  
Mini- and Reg. Splinters PH Reg. Splinter = void

**Delayed Jumps to 3-Red after 1M-1NT-2m = Long suit, < INV 3/1**  
1H-1N-2m-2S Super raise of minor

**Checkback after 1H-1S-1N (Off in Competition)**  
By UPH: 2-way NMF 2c R 2d; 2N Inv; 3c weak; Higher strong  
By PH: 2c R 2d 2d = Inv; 2N Inv; 3c weak; 3d Inv 4-6  
**2N Raises and Rebids Transfers**

**MINOR OPENINGS Inverted Raise (no 4-card M) Follow-ups**  
1m-2m-2suit Stopper - may be natural  
1m-2m-2N Forcing to 3m  
p-1m-2m-2N 13+-14, Inv, (responder PH & 2m was NF)  
1m-2m-2N-3M Splinter  
1m-2m-2N-3Other minor Catch-all GF  
1m-2m-3m- 3 Suit Stopper  
**2N GT / 1m-1M-2M raise (NF in comp, or if Responder is PH)**  
Resp's to 2N B3, G3, B4, G4; 3N = 4M-3-3-3 / 1c  
After B3 or B4 (NF), 3 of either suit NF

**2NT Response to 1m: NF (11-12)**  
1c-2N 3c (NF); 3d,3M,4c Nat, Strong; 4d=Redwood  
1d-2N 3c,3d (NF); 3M,4m Nat, Strong; 4H=Redwood

**2NT Raises and Rebids**  
1m-1N-2N-? 3 of opened or lower suit NF  
1m - 1M - 2N - Transfers Accept Trf to new Major only w/4  
1c - 1d - 2N - Transfers 4m Minorwood

**Checkback after 1m-1S-1N (Off in Competition)**  
By UPH, 2-way NMF 2N Inv, 3c weak, higher strong  
By PH, 2c R 2d 2d Inv, 2N Inv, 3c weak, 3d Inv 4-6  
**Over 1m-1N O/C by Opp's 2c=M's, 2d=H's, 2H=S's, 2S=c's, 2N=d's**  
1c-1S-2c-2H Forcing one round, natural  
1c-1d-1H-2S Natural, GF

**2/1 or Higher After Opp's Overcall - Forcing 1 Round by UPH**

After NS @ 2-level: Force to 2N. If go past 2N, F to 3 of Resp's suit  
After NS @ 3-level: Force to 3NT or 4 of Responder's suit

**TWO LEVEL SUIT OPENINGS Kokish/2c - With Inversion of 3c/3H**

2c-2d-2S-3c 2<sup>nd</sup> neg 2c-2d-2H-2S-3c-3d 2<sup>nd</sup> neg.  
2c-2d-3N Tricks  
2c-2d-4N 30-31 Smolen still on  
2c-2d-2H-2S-2N 25-27 Forcing  
2c-2d-2H-2S-3N 28-29 (4NT over 2S = 32-33 ha ha)  
2c-2d-3M Nat, GF -> Cues Cue = Ace; else, 3NT = 1+ K's (4c asks)  
**Weak 2 - Bids 2d, 2H, 2S 2NT asks for Feature**  
2d-x NS = F, lead 2d -O/C- NS = F, L/D, Opener May Raise  
2M-x Tr Adv Start at 2N 2M-O/C- NS = F, L/D, Opener May Raise

**Reverses - Promise Another Bid Below Game**

Rebid suit = 5+, any strength; Cheaper of 4<sup>th</sup> suit, 2NT may be weak

**SPECIAL DOUBLES Support x/xx in lieu of Raises up to 2S**

After 1D response On, but optional  
After 1NT O/C On, but optional

**After Opponents Overcall 1NT Response:**

1Any-P-1N-2Y X = T/O, not dead minimum  
1Any-P-1N-3Y X = Extra Values (not "penalty")  
Forced 2N Scramble only if it is our side's first "bid" (not "call")

**NOTRUMP OVERCALLS**

**UPH - Dir/Bal - any level System on, except Trf to opp suit = SPL**  
If opp's bid 2-suits -> Leb. applies - ignore opening bid of 1m  
**PH - Bal 1N Two lowest unbid**

*1M-2M-2NT* *MINORS*  
**DEFENSE vs NOTRUMP Landy (X by UPH = Pen, X by PH - Clubs)**

2D response to 2c Pick  
2NT response to 2c = GT 3c = bad, better H's 3d = bad, better S's  
3H & higher = good: 3H=4-5, 3S = 5-4  
3N = 5-5, 4c = 5-6, 4d = 6-5  
3M response to 2c good mixed  
3m response to 2c natural  
2N resp. to 2d,2H,2S O/C Serious try, some support, 3NT possible  
**Versus Gambling 3NT 4C = Equal or longer H's; 4D = longer S's**

**DIRECT CUE BID Michaels**

1m-2m 2N natural, invite  
(1c-2c-p-2d = Natural, NF) 3c = H's INV, 3d = S's INV, 3M = <GT  
**1M-2M** 2NT=GT Respond BadC, BadD, GdC, GdD  
3c = P or correct  
3d = GT in major  
1H-2H-p-3S = <GT

**VS OPENING PREEMPTS**

**Lebensohl responses to X of Weak 2M**  
2H-x-p-3S Shows 5S, Inv  
2H-x-p-2N-p-3c-p-3S Shows 4S, Inv  
Delayed Cue (2NT-3c-Cue) Stayman w stopper  
Direct Cue Stayman w/o stopper  
2M-x-p-4m Forcing

**SLAM CONVENTIONS**

RKC 0314 5N=2+void, 6X=1or3+void (bid void if possible)  
Minorwood - Applies if 3m would be forcing.  
(Jump to 4m = RKC) Applies after 1N/2S & 1N/2N, jump or not  
Redwood - (4m+1 =RKC) Applies after agreement, jump or not, unless Minorwood applies.  
Responses to GSF Return to suit = weakest (cheap = strong)  
Forcing Passes apply only when GF on strength was announced