

NAMES 2/1 GIB CC

GENERAL APPROACH

2/1 Game forcing

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	3♣ <u>mini max 5/5m weak</u>	2NT <u>20</u> to <u>21</u>
<u>15</u> to <u>17</u>	3♦ <u>mini max 5/5m inv.</u>	Puppet Stayman <input checked="" type="checkbox"/>
<u> </u> to <u> </u>	3♥ <u>Splinter</u>	Transfer Responses:
5-Card Major Common <input checked="" type="checkbox"/>	3♠ <u>Splinter</u>	Jacoby <input checked="" type="checkbox"/> Texas <input checked="" type="checkbox"/>
System On Over <u>DbI</u>		3♠ <u>MSS (GF)</u>
2♣ Stayman <input checked="" type="checkbox"/> Puppet <input type="checkbox"/>		<u>Smolen</u>
2♦ Transfer to ♡ <input checked="" type="checkbox"/>	4♦, 4♥ Transfer <input checked="" type="checkbox"/>	3NT <u> </u> to <u> </u>
Forcing Stayman <input type="checkbox"/>	Smolen <input checked="" type="checkbox"/>	<u>Gambling</u>
2♥ Transfer to ♠ <input checked="" type="checkbox"/>	Lebensohl <input checked="" type="checkbox"/> (<u>fast</u> denies)	Conventional NT Openings
2♠ <u>Transfer to club</u>	Negative Double <input type="checkbox"/> <u> </u>	
2NT <u>Transfer to D</u>		

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: Jacoby 2NT

1NT: Forcing Semi-forcing

2NT: Forcing Inv. 11 to 12

3NT: 13 to 15

Drury : Reverse 2-Way Fit

Other: Reverse Bergain

MINOR OPENING

Expected Min. Length 4 3 NF 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: Inverted minors

Frequently bypass 4+♦

1NT/1♣: 6 to 10

2NT: Forcing Inv. 11 to 12

3NT: 13 to 15

Other:

DESCRIBE

RESPONSES/REBIDS

2♣ <u>22</u> to <u> </u> HCP <u>Or 9+ tricks</u>	
Strong <input checked="" type="checkbox"/> Other <input type="checkbox"/>	
2♦ Response: Neg <input type="checkbox"/> Waiting <input checked="" type="checkbox"/>	
2♦ <u>5</u> to <u>11</u> HCP <u>Normally good 6-card suit</u>	<u>RONF; 2NT asks feature</u>
Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/>	2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/>
2♥ <u>5</u> to <u>11</u> HCP <u>Normally good 6-card suit</u>	<u>RONF; 2NT asks feature</u>
Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/>	2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/>
2♠ <u>5</u> to <u>11</u> HCP <u>Normally good 6-card suit</u>	<u>RONF; 2NT asks feature</u>
Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/>	2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/>

OTHER CONV CALLS: New Minor Forcing 2-Way NMF

Weak jump shifts: In Comp. Not In Comp.

4th Suit Forcing: 1 Round To Game

SPECIAL DOUBLES

After Overcall: **Penalty** _____
 Negative thru **4 H**
 Responsive: thru **2 Spade** Maximal
Support: Dbl thru **2!S** **Rdbl**
 Card-showing Min. Offshape T/O
Take out through 4!h

SIMPLE OVERCALL

1-level **6** to **16** HCP (usually)
 Often 4 cards Very light style
Responses
 New Suit: Forcing NFConst NF
 Jump Raise: Forcing Inv. Weak
Cuebid is 1-round force

JUMP OVERCALL

Strong **Intermediate** **Weak**

OPENING PREEMPTS

Sound Light Very Light
 3/4-bids
Conv./Resp. _____

DIRECT CUEBID

Over: Minor Major
Natural
 Strong T/O
 Michaels
Natural if 2 suits have been bid

NOTRUMP OVERCALLS

Direct: **15** to **18** Systems on
Conv.on _____
Balance: **11** to **15**
 Jump to 2NT: Minors 2 Lowest
Conv. _____

DEFENSE VS NOTRUMP

vs: **Strong 1NT** **Weak 1NT**
 2♣ **Club +higher** **1 suit**
 2♦ **Diamond+higher** **Majors**
 2♥ **H+S** **!H+minor**
 2♠ **strong spade** **!S+minor**
 Dbl **1 suit** **Penalty**
Other: **DONT** **Cappelletti**

OVER OPP'S T/O DOUBLE

New Suit Forcing: 1-level 2-level
 Redouble implies no fit
2NT Over **Limit +** **Limit** **Weak**
Majors
Minors
Other: **Weak jump raise**

VS OPENING PREEMPT DOUBLE IS

Takeout thru **4 H** **Penalty**
Conv. Takeout: _____
Lebensohl 2NT Response
Other: **2NT Overcall = 16-19 HCP**

SLAM CONVENTIONS Gerber 4NT: Blackwood RKC 1430
RKC 0314; Gerber over 1nt and 2nt

vs. Interference: DOPI DEPO Level: **5** ROPI

LEADS (click card led, if not in bold)

versus Suits		versus Notrump	
x x	x x x x	x x	x x x x
x x x	x x x x x	x x x	x x x x x
A K x	10 9 x	A K J x	A Q J x
K Q x	K J 10 x	A J 10 9	A 10 9 8
Q J x	K 10 9 x	K Q J x	K Q 10 9
J 10 x	Q 10 9 x	Q J 10 x	Q 10 9 8
K Q 10 9		J 10 9 x	10 9 8 x

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

DEFENSIVE CARDING

Standard: vs Suits vs NT
 Except _____
 Upside-Down Count
 Upside-Down Attitude
FIRST DISCARD
 Lavinthal
 Odd/Even
OTHER CARDING
 Smith Echo
 Trump Suit Pref.
 Foster Echo

SPECIAL CARDING **PLEASE ASK**