

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

**SIMPLE OVERCALL**  
 1 level 7 to 16 HCP (usually)  
 often 4 cards  very light style   
**Responses**  
 New Suit: Forcing  NFConst  NF   
 Jump Raise: Forcing  Inv.  Weak   
 New Suit forcing if major

**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

**SLAM CONVENTIONS** Gerber : 4NT: Blackwood  RKC  1430   
 pass=even, Dbl=odd; pass=even, Rdbl=odd

vs Interference: DOPI  DEPO  Level: \_\_\_\_\_ ROPI

**LEADS** (circle 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  
 (A)K x T 9 x (A)K J x A Q J x  
 K Q x K J (10) x A J T 9 A T 9 x  
 Q J x K T (9) x K Q J x K 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

**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

**NOTRUMP OVERCALLS**  
 Direct: 15 to 18 Systems on   
 Conv.  \_\_\_\_\_  
 Balancing: 11 to 14  
 Jump to 2NT: Minors  2 Lowest   
 Conv.  Om/M, or minors after major opening

**DEFENSE VS NOTRUMP**  
 vs: 15-17 10-14  
 2♣ majors majors  
 2♦ 6card major 6card major  
 2♥ hearts and minor hearts and minor  
 2♠ spades and minor spades and minor  
 Dbl: 4M/5m penalty oriented  
 Other \_\_\_\_\_

**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 \_\_\_\_\_

**VS Opening Preempts Double Is**  
 Takeout  thru 4♦ Penalty   
 Conv. Takeout: \_\_\_\_\_  
 Lebensohl 2NT Response   
 Other: \_\_\_\_\_

**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

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

**NAMES** Francisco Pereira Coutinho - José Nuno Moraes  
**GENERAL APPROACH**  
 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 15 to 17  
 3♣ NF minor 2 suiter  
 3♦ GF minor 2 suiter  
 3♥ 3154 or 3145  
 3♠ 1354 or 1345  
 5-card Major common   
 System on over \_\_\_\_\_  
 2♣ Stayman  Puppet   
 2♦ Transfer to ♥  4♦, 4♥ Transfer   
 Forcing Stayman  Smolen   
 2♥ Transfer to ♠  Lebensohl  (\_\_\_ denies)  
 2♠ transfer to ♣ Neg. Double  level 2  
 2NT transfer to ♦ Other: level 3 transfers after overcall

2NT 20 to 21  
 Puppet Stayman   
**Transfer Responses:**  
 Jacoby  Texas   
 3♠ minors  
 3NT \_\_\_\_\_ to \_\_\_\_\_  
**Conventional NT Openings**  
 3NT Gambling  
 (long minor AKQxxx)

**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: 12 to 15  
 Drury : Reverse  2-Way  Fit   
 Other: \_\_\_\_\_

**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: inv.+  
 Frequently bypass 4+♦   
 1NT/1♣ 7 to 10  
 2NT Forcing  Inv.  10 to 12  
 3NT: 12 to 15  
 Other: \_\_\_\_\_

| DESCRIBE  | RESPONSES/REBIDS  |
|---|---|
| 2♣ _____ to _____ HCP<br>Strong <input checked="" type="checkbox"/> Other <input type="checkbox"/><br>2♦ Resp: Neg <input checked="" type="checkbox"/> Waiting <input type="checkbox"/> | GF except with long Major<br>Control showing  |
| 2♦ 2 to 10 HCP<br>Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input checked="" type="checkbox"/>                | Multi (weak Major or 22-23 bal)<br>2NT Force <input checked="" type="checkbox"/> New Suit NF <input checked="" type="checkbox"/>                        |
| 2♥ 4 to 10 HCP<br>Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input checked="" type="checkbox"/>                | Weak (5♥ and 4+m)<br>3♣ pass/correct; 3♦ inv+ with fit<br>2NT Force <input checked="" type="checkbox"/> New Suit NF <input checked="" type="checkbox"/> |
| 2♠ 4 to 10 HCP<br>Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input checked="" type="checkbox"/>                | Weak (5♠ and 4+m)<br>3♣ pass/correct; 3♦ inv+ with fit<br>2NT Force <input checked="" type="checkbox"/> New Suit NF <input checked="" type="checkbox"/> |

**OTHER CONV. CALLS:** New Minor Forcing  2-Way NMF   
 Weak Jump Shifts: In Comp.  Not in Comp.  Reverse flannery  
 4th Suit Forcing: 1 Rd.  Game

| OPENING | TICK IF ARTIFICIAL | MIN. NO. OF CARDS | NEG.DBL THRU |   |   |  |  |
|---------|--------------------|-------------------|--------------|---|---|--|--|
|         |                    |                   |              | DESCRIPTION   | RESPONSES   | SUBSEQUENT ACTION  | COMPETITIVE & PASSED HAND BIDDING  |
| 1♣      |                    | 3                 | 4♥           | 11 - 21 HCP   | 1♦=5+ pts; 3+ cards, 1♥/♠ = 5+ pts, 3+ cards, may have longer diamonds, if not inv+; INT=7-10pts; 2♣=5+cards inv+; 2♦= art. 5+card♣, 7-9pts; 2♥=5♠/4+♥, 6-9pts 2♠=5♠/4+♥, 9-11pts; 2NT=10-12; 3NT=12-15 | New suit by opener shows unbalanced hand. NT rebids may hide majors. After 1NT rebid, 2♣ forces 2♦. Any invitational bid starts with 2♣. Any reverse or jump is GF. 1♠ response followed by 2♥ is also GF (5♠/4♥). 2♦ is GF any. | After opp. Dbl: Strength of support rises in the sequence 2NT, 3m, 2m  |
| 1♦      |                    | 3                 | 4♥           | 11 - 21 HCP   | 1♥/♠ = 5+ pts, 3+ cards, may have longer diamonds, if not inv+; INT=7-10pts; 2♣=4+cards GF; 2♦= 5+cards inv+; 2♥=5♠/4+♥, 6-9pts 2♠=5♠/4+♥, 9-11pts; 2NT=10-12; 3♣= art. 5+card♦, 7-9pts; 3NT=12-15      |  |  |
| 1♥      |                    | 5                 | 4♦           | 11 - 21 HCP   | 1♠ = 5+ pts; 4+ cards; INT=F1; 2♣=2+cards GF; 2♦= 5+cards GF; 2♥=6-10pts 2♠=6+♠s 0-4pts; 2NT=5+controls 4+♥; 3♣=inv 4+♥; 3♦=7-9 with 4+♥ or GF with 4+♥ w/o 5 controls; 3♥=0-6pts 4+♥; 3NT=12-15 3♥     | After 1NT rebid, 2♣ forces 2♦. Any invitational bid starts with 2♣. Any reverse or jump is GF. 2♦ is GF any. After 1NT response, 2♣ shows 2+ and 2♦ 3+. After 2/1 2♠ shows no extras, any 3 level rebid shows extras.            | After opp. Dbl: 1♠=nat. forcing; transfers starting in 1NT(♣); transfer to opening suit=good support; single raise= weak 3 card support; 2NT=inv+ with 4 card support; |
| 1♠      |                    | 5                 | 4♦           | 11 - 21 HCP   | INT=F1; 2♣=2+cards GF; 2♦= 5+cards GF; 2♥=5+cards GF; 2♠=6-10pts; 2NT=5+controls 4+♠; 3♣=inv 4+♠; 3♦=7-9 with 4+♥ or GF with 4+♠ w/o 5 controls; 3♠=0-6pts 4+♠; 3NT=12-15 3♠                            |  |  |
| INT     |                    |                   |              | 15 - 17 HCP bal. *(but could have 5M or 6m, and may have singleton) | See page 1.   | After 1NT-2♣-2♦, 2♥=weak pass/correct; 2♠=sign-off; 3♥/♠=Smolen; 4♦/♥= Transfer  | After opp. overcall: 3 level transfers, lebensohl style  |
| 2♣      | x                  | 0                 |              | GF, or long major with 4/5 losers.                                  | 2♦= 0-1 controls; 2♥=2 controls; 2♠=A&K; 2NT=3Ks; 3♣=4 controls; 3♦=5+ controls; 3♥/♠=good suit; 3NT=long solid suit  | 2NT rebid is GF unlimited; after 2♦/♥, jump in a major is NF; all other rebids are Nat GF  |  |
| 2♦      | x                  | 0                 |              | Weak long major, 2-10pts; or 22-23 bal.*                            | 2♥=pass/correct; 2♠=pass/correct 3+♥; 2NT= art. strong; 3♣/♦=Nat. NF; 3♥=pass/correct; 3♠=Nat. inv; 4♣=asks to transfer to M; 4♦=asks to bid M; 4♥/♠=to play  | NT rebid is 22-23 bal.;  |  |
| 2♥      | x                  | 5                 |              | Weak (5♥ and 4+m) 4-10pts   | 2♠=Nat. NF; 2NT=art. Strong; 3♣=pass/correct; 3♦=inv+ with M support; 3M=pre-empt;  | After 2NT response, 3♣/♦=Nat. min; 3♥=max with ♣; 3♠=max with ♦; 4♣/♦=Nat. NF 6m/5M;   |  |
| 2♠      | x                  | 5                 |              | Weak (5♠ and 4+m) 4-10pts   | 3OM=Nat. inv; 3NT=to play   |  |  |

|     |   |   |  |   |   |  |  |
|-----|---|---|--|---|---|--|--|
| 2NT |   |   |  | 20 - 21 HCP bal.*                                       | 3♣=Mod. Puppet; 3♦/♥=Transfer; 3♠=strong minor 2-suiter; 3NT=forces 4♣ (♣ or ♦ strong); 4♣=Major 2-suiter; 4♦/♥= Transfer; 4♠=BW; 4NT=quantitative; | After 3♦/♥: accepting transfer= misfit; 3NT=3card support; 4x=control with 4card support; Jump accepting=min. 4 card support |  |
| 3x  |   | 5 |  | Pre-empt, depends on Vul./Pos.                          | New suit Nat. Fl  |  |  |
| 3NT | x | 7 |  | AKQxxx minor suit, no side stoppers in 1st-3rd position | 4♣=pass/correct; 4♦=singleton asking;   |  |  |
| 4♣  |   |   |  | Pre-empt, depends on Vul./Pos.                          | 4♦=RKCB; 4M to play   |  |  |
| 4♦  |   |   |  | Pre-empt, depends on Vul./Pos.                          | 4M to play; 4NT=RKCB  |  |  |
| 4♥  |   |   |  | Pre-empt, depends on Vul./Pos.                          | 4♠= RKCB; 4NT=♠control; 5m=control  |  |  |
| 4♠  |   |   |  | Pre-empt, depends on Vul./Pos.                          | 4NT= RKCB ; 5m=control  |  |  |
|     |   |   |  |   |   | <b>HIGH LEVEL BIDDING</b>  |  |
|     |   |   |  |   |   | RKCB through Kickback  |  |
|     |   |   |  |   |   | Control bids(1 <sup>st</sup> & 2 <sup>nd</sup> round) are shown up the line, 4NT replaces kickback suit                      |  |
|     |   |   |  |   |   | Exclusion RKCB   |  |
|     |   |   |  |   |   | A Jump to 5NT=pick slam  |  |