



SPECIAL DOUBLES

After Overcall: **Penalty** _____
 Negative thru 7♠
 Responsive : thru 7♠ Maximal
Support: Dbl. thru 2♥ Redbl
 Card-showing Min. Offshape T/O

NOTRUMP OVERCALLS

Direct: 15 to 18 Systems on
Conv. _____
Balancing: 12 to 15
 Jump to 2NT: Minors 2 Lowest
Conv. Balancing jump to 2N=18-20

NAMES Larry Cohen & Simon Simple

GENERAL APPROACH

LC Standard
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 _____

SIMPLE OVERCALL

1 level 7 to 17 HCP (usually)
 often 4 cards very light style
Responses
 New Suit: Forcing NF Const NF
 Jump Raise: Forcing Inv. Weak
 NS F if change level; jump cue = mixed

DEFENSE VS NOTRUMP

vs: Strong _____ **Weak** _____
 2♣ **♣+any** _____ **♥+♠** _____
 2♦ **♦+major** _____ **♦** _____
 2♥ **♥+♠** _____ **♥** _____
 2♠ **♠** _____ **♠** _____
Dbl: One Suit _____ **Penalty** _____
Other X then 2♠=strongest way
 System on after we X weak NT

NOTRUMP OPENING BIDS

1NT
15 to 17
 _____ to _____
 5-card Major common
 System on over _____
 2♣ Stayman Puppet
 2♦ Transfer to ♥ **4♦, 4♥ Transfer**
Forcing Stayman **Smolen**
 2♥ Transfer to ♠ **Lebensohl** (Fast denies)
 2♠ Transfer to ♣ _____
 Neg. Double :-> 7♠
 2NT Transfer to ♦ _____
Other: _____

2NT 20 to 21
 Puppet Stayman
Transfer Responses:
Jacoby **Texas**
 3♠ **Minors** _____

3NT _____ to _____
Conventional NT Openings
Gambling 3NT
 No side A/K in 1st/2nd

JUMP OVERCALL

Strong **Intermediate** **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 _____

OPENING PREEMPTS

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

VS Opening Preempts Double Is

Takeout thru 7♠ **Penalty**
Conv. Takeout: _____
Lebensohl 2NT Response
Other: _____

DIRECT CUEBID

OVER: Minor Major
 Natural
 Strong T/O
 Michaels

MAJOR OPENING

Expected Min. Length 4 5
 1st/2nd
 3rd/4th

MINOR OPENING

Expected Min. Length 4 3 **NF** 0-2 **Conv.**
 1♣
 1♦

RESPONSES

Double Raise: Force Inv. **Weak**
 After Overcall: Force Inv. **Weak**
 Conv. Raise: **2NT** **3NT** **Splinter**
Other: 3-of-a-lower suit = invitational
1NT: Forcing **Semi-forcing**
 2NT: Forcing Inv. _____ to _____
 3NT: 13 to 15
Drury : **Reverse** **2-Way** **Fit**
Other: **Jacoby 2NT, Splinter Bids**

RESPONSES

Double Raise: Force Inv. **Weak**
 After Overcall: Force Inv. **Weak**
 Forcing Raise: **J/S in other minor**
Single raise **Other:** _____
 Frequently bypass 4+♦
 1NT/1♣ 6 to 10
 2NT Forcing Inv. 11 to 12
 3NT: 13 to 15
Other _____

SLAM CONVENTIONS Gerber : 4NT: Blackwood RKC 1430

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 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	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

DEFENSIVE CARDING

vs SUITS vs NT
 Standard:
 Except
 Upside-Down:
 count
 attitude

LENGTH LEADS:

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

FIRST DISCARD

Lavinthal
 Odd/Even

OTHER CARDING

Smith Echo
 Trump Suit Pref.
 Foster Echo

Primary signal to partner's leads

Attitude Count Suit preference

DESCRIBE

RESPONSES/REBIDS

DESCRIBE	RESPONSES/REBIDS
2♣ _____ to _____ HCP Strong <input type="checkbox"/> Other <input type="checkbox"/> 2♦ Resp: Neg <input type="checkbox"/> Waiting <input type="checkbox"/>	In Comp: X=Weak Cheapest 3-lev=2nd neg
2♦ <u>5</u> to <u>11</u> HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	2NT-Feature 2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>
2♥ <u>5</u> to <u>11</u> HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	2NT - Feature 2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>
2♠ <u>5</u> to <u>11</u> HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	2NT - Feature 2NT Force <input 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 Rd. Game

SPECIAL CARDING PLEASE ASK