

**SPECIAL DOUBLES**

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

**NOTRUMP OVERCALLS**

Direct: 15 to 18 Systems on   
Conv.  \_\_\_\_\_  
Balancing: \_\_\_\_\_ to \_\_\_\_\_  
Jump to 2NT: Minors  2 Lowest   
Conv.  Range ask

NAMES Gary Cohen - Ralph Katz

**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

**SIMPLE OVERCALL**

1 level 8 to \_\_\_\_\_ HCP (usually)  
often 4 cards  very light style

**Responses**

New Suit: Forcing  NF Const  NF   
Jump Raise: Forcing  Inv.  Weak   
Jump Q = MIXED

**DEFENSE VS NOTRUMP**

vs: \_\_\_\_\_  
2  MAJOR  
2  \_\_\_\_\_  
2  \_\_\_\_\_  
2  \_\_\_\_\_  
2  \_\_\_\_\_  
Dbl: Pen  
Other: Pen  
2/2/4 DBL = MINOR + MIX

**NOTRUMP OPENING BIDS**

14 <sup>NT</sup> to 17  
to \_\_\_\_\_  
5-card Major common   
System on over \_\_\_\_\_  
2  Stayman  Puppet   
2  Transfer to    
Forcing Stayman   
2  Transfer to    
Lebensohn  (Fast Denies)  
Neg. Double   
2NT \_\_\_\_\_ Other: DONT RUNOUTS See = Butler Extra Hand / PENX

2NT 20 to 21  
Puppet Stayman   
Transfer Responses:  
Jacoby  Texas   
3  2/2/4 = Puppet  
4 = 4/1 = BW

3NT \_\_\_\_\_  
3/4 = Major  
3/4 = Bid 1/2 = 3/4  
4/1 = ask for 3/4  
Conventional NT Openings

**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: 3D/4/5 = MIXED

**OPENING PREEMPTS**

Sound Light Very Light  
3/4-bids     
Conv./Resp. Special KC

**MAJOR OPENING**

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

**MINOR OPENING**

Expected Min. Length 4 3 0-2 Conv.  
1      
1

**DIRECT CUEBID**

OVER: Minor  Major   
Natural    
Strong T/O     
Michaels    
2A = Michaels

**VS Opening Preempts Double Is**

Takeout  thru \_\_\_\_\_ Penalty   
Conv. Takeout: \_\_\_\_\_  
Lebensohn 2NT Response   
Other: LWB Mich

**RESPONSES**

Double Raise: Force  Inv.  Weak   
After Overcall: Force  Inv.  Weak   
Conv. Raise: 2NT  3NT  Splitter   
Other: 3D-L.R.  
1NT: Forcing  Semi-forcing   
2NT: Forcing  Inv.  to \_\_\_\_\_  
3NT: \_\_\_\_\_  
Drury : Reverse  2-Way  Fit   
Other: 2NT Inv JB

**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     to 10  
2NT Forcing  Inv.  to \_\_\_\_\_  
3NT: 15 to 17  
Other: \_\_\_\_\_

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

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

**LEADS** (circle card led, if not in bold)

versus Suits	versus Notrump
<b>X 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 x
<b>A</b> K x <b>T</b> 9 x	<b>A</b> K J x <b>A</b> Q <b>J</b> x
<b>K</b> Q x <b>K</b> J T x	<b>A</b> J T 9 <b>A</b> T <b>J</b> x
<b>Q</b> J x <b>K</b> T 9 x	<b>K</b> Q J x <b>K</b> Q T 9
<b>J</b> T 9 <b>Q</b> T 9 x	<b>Q</b> J T x <b>Q</b> T 9 x
<b>K</b> Q T 9	<b>J</b> T 9 x <b>T</b> 9 x x

**DEFENSIVE CARDING**

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

**LENGTH LEADS:** Push now

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

**SPECIAL CARDING**

**PLEASE ASK**

**DESCRIBE RESPONSES/REBIDS**

2  \_\_\_\_\_ to \_\_\_\_\_ HCP  
Strong  Other   
2  Resp: Neg  Waiting   
2  5 to 11 HCP  
Natural: Weak  Intermediate  Strong  Conv.   
2  5 to 11 HCP  
Natural: Weak  Intermediate  Strong  Conv.   
2  5 to 11 HCP  
Natural: Weak  Intermediate  Strong  Conv.   
2NT Force  New Suit NF   
2NT Force  New Suit NF   
2NT Force  New Suit NF

**OTHER CONV. CALLS:** New Minor Forcing  2-Way NMF

Weak Jump Shifts: In Comp.  Not in Comp.  2c BAI  
4th Suit Forcing: 1 Rd.  Game  UNUSUAL/UNUSUAL  
Put BAI + Co. up in  
Jumps TRANSFER AFTER (MCA) 2(MCA) + 2NT -  
in Mitchell Stayman 2/2 overcalls - NS = ST