

**SPECIAL DOUBLES**  
 After Overcall: Penalty  20M = NF  
 Negative  thru 4♥  
 Responsive  thru 4♥ Maximal   
 Support: Dbl.  thru 2 of suit Redbl   
 Card-showing  Min. Offshape T/O   
 Snapdragon x, xx of neg x = 8+, doubleton

**SIMPLE OVERCALL**  
 1 level 7 to 17 HCP (usually)  
 often 4 cards  very light style   
**Responses**  
 New Suit: Forcing  NFConst  NF   
 Jump Raise: Forcing  Inv.  Weak   
 Jump Cue = mixed raise, FSJ by PH

**JUMP OVERCALL**  
 Strong  Intermediate  Weak   
 2NT = Mod OGUST

**OPENING PREEMPTS**  
 Sound Light Very Light  
 3/4-bids     
 Conv./Resp. system over 3♣ (1st, 2nd)

**DIRECT CUEBID**  
 OVER: Minor Major Artif. Bids  
 Natural     
 Strong T/     
 Michaels     
 1♣-2♣ = nat; 1m-2♦ = Michaels

**SLAM CONVENTIONS** Gerber  4NT: Blackwood  RKC  1430   
 Kickback, 4♣ = mod KC over preempts and weak 2's - 5NT is only followup  
 Exclusion RKC, step responses to Grand Slam Force - 6♣ = worst response  
 vs Interference: DOPI  DEPO  Level: 5 of our suit or higher 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 x	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 vs NT in partner's suit  
 3rd & low vs suit in a raised suit

**Primary signal to partner's leads**  
 Attitude  Count  Suit Preference

**SPECIAL CARDING**

**NOTRUMP OVERCALLS**  
 Direct: 15 to 18 Systems On   
 Conv.   
 Balancing: 11 to 16  
 Jump to 2NT: Minors  2 Lowest   
 Conv.  2♣ range ask over 1NT balance

**DEFENSE VS NOTRUMP**  
 vs: strong (no 13) wk NT (or 3 NV)  
 2♣ ♣+M ♥+♠  
 2♦ ♦+M ♥  
 2♥♥ ♠  
 2♣ ♣ competitive 4♣+6m  
 Dbl: Meckwell penalty  
 Other 2NT->3♣ 2NT = 4♥+6m  
 wk NT - P - 2♣ play wk NT def by UPH

**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 Dbl: 1NT thru 2M - 1 = xfers

**VS Opening Preempts Double Is**  
 Takeout  thru 4♥ Penalty   
 Conv. Takeout:  
 Lebensohl 2NT Response   
 Other: (except if doubler is PH)

**DEFENSIVE CARDING**  
 vs SUITS vs NT  
 Standard:    
 Except   
 Upside-Down:  
 count    
 attitude

**FIRST DISCARD**  
 Lavinthal    
 Odd/Even

**OTHER CARDING**  
 Smith Echo    
 Trump Suit Pref.  occasional  
 Foster Echo

**PLEASE ASK**

**NAMES** John Diamond - Brian Platnick # R188363

**GENERAL APPROACH**  
 Precision  
**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**  
 13+ 1NT to 16 1, 2, 3 NV 3♣ puppet stayman  
 14+ to 17 3 V, 4 3♦ 5♣ 5♦ F (3♥ asks LH)  
 5-card Major common   
 System on over 2♣, art x 3♥ singleton  
 2♣ Stayman  Puppet  secondary transfers  
 2♦ Transfer to ♥  4♦, 4♥ Transfer   
 Forcing Stayman  Smolen   
 2♥ Transfer to ♠  Lebensohl  (fast denies)  
 2♣ min/max or ♣ Neg. Double   
 2NT ♦ (step 2 accept) Other: Transfer Lebensohl

2NT 19+ to 21  
 Puppet Stayman   
**Transfer Responses:**  
 Jacoby  Texas   
 3♣ relay to 3NT  
 4♣ = Texas to ♦, 4♠ = ♣  
 3NT to  
 Gambling  
**Conventional NT Openings**  
 Q = stiff, 4-card M, GF  
 S.African Texas after 2♣ - 2♦

**MAJOR OPENING**  
 Expected Min. Length 4 5  
 1st/2nd    
 3rd/4th may be 4 in 3rd    
 Double Raise: Mixed  
 After Overcall: Weak  
 Conv. Raise: 2NT = Limit +  
 Other:  
 1NT: Forcing  Semi-forcing   
 2NT: Forcing  Inv.  to  
 3NT: to  
 Drury : Reverse  2-Way  Fit   
 Other: short suit GT; 2NT by PH = minors

**MINOR OPENING**  
 Expected Min. Length 4 3 0-2 Conv. NF  
 1♣     
 1♦     
 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♣ 12+, 5+♥ to  
 2NT Forcing  Inv.  14 to +  
 3NT: to  
 Other: 1♣ 1♦=0-7; 1♥=8-11 <5♣

**DESCRIBE** **RESPONSES/REBIDS**  
 2♣ 10+ to 15 HCP 6+♣  
 Strong  Other   
 2♦ Resp: Neg.  Waiting   
 2♦ 11 to 15 HCP short ♦ (43)15,4414,4405  
 Natural: Weak  Intermediate  Strong  Conv.   
 2♥ 4 to 10- HCP 6♥  
 Natural: Weak  Intermediate  Strong  Conv.   
 2♠ 4 to 10- HCP 6♠  
 Natural: Weak  Intermediate  Strong  Conv.   
 2♦ asks, 2NT = ♣ or 2 suits  
 3♣♥ = inv+ transfers  
 3♣ = Majors, inv  
 2NT Force  New Suit NF   
 mod OGUST, 4♣ = mod KC  
 2NT Force  New Suit NF   
 mod OGUST, 4♣ = mod KC  
 2NT Force  New Suit NF   
 mod OGUST, 4♣ = mod KC

**OTHER CONV. CALLS:** New Minor Forcing:  2-Way NMF  over 1NT  
 Weak Jump Shifts not in Comp.  1♥-2♣ 4th Suit Forcing: 1 Round  Game   
 All suit length and HCP requirements are approximate, and subject to discretion  
 Mathe over strong 1♣, 2♣, 2NT, 1♣-P-1♦, Wolff signoff over 2M-2NT & 3M-3NT  
 Pass Double Inversion on 1♣ auctions; 1♥-1♣-2♦/♥-2♠ = FSF; Transfers after 1or2M Dbl

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