

**SPECIAL DOUBLES**

After Overcall Penalty  \_\_\_\_\_  
Negative  thru **3**   
Responsive  : thru **3**  Maximal   
Support: Dbl  thru **2**  Redbl   
Card\_showing  Min. Offshape T/O

**SIMPLE OVERCALL**

1 Level **8+** to **17** HCP(usually)  
often 4 cards  very light style   
Responses  
New Suit: Forcing  NF Const  NF   
Jump Raise: Forcing  Inv.  Weak   
**PJR JQ = LR**

**JUMP OVERCALL**

Strong  Intermediate  Weak

**OPENING PREEMPTS**

Sound Light Very Light  
3/4-bids     
Conv./Resp **YUL NON YUL**

**DIRECT CUEBID**

Over	Minor	Major	Artif.Bid
Natural:	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
Strong T/O	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Michaels	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>

**SLAM CONVENTIONS** Gerber

**NOTRUMP OVERCALLS**

Direct: **15** to **18** Systems On   
Conv.   
Balancing: **11** to **14**  
Jump to 2NT: Minors  2 Lowest   
Conv.  **Bal - Systems On**

**DEFENSE VS NOTRUMP**

vs: **Strong** **Weak**

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Dbl: **penalty** **penalty**  
Other **Spade**  
**Suction**

**OVER OPP'S T/O DOUBLE**

New Suit Forcing: 1 Level  2 Level   
Jump Shift: Forcing  Inv.  Weak   
Redouble Implies no fit   
2 NT Over Limit+ Limit Weak  
Majors     
Minors     
Other \_\_\_\_\_

**VS Opening Preempts Double is**

Takeout  thru **4 hts** Penalty   
Conv. Takeout: \_\_\_\_\_  
Lebensohl 2NT Response   
Other \_\_\_\_\_

NAMES Merlin Vilhauer/Jerry Black # O820654

**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 **11** to **14**  
\_\_\_\_\_ 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  **MSS or D\_BUST** Neg. Double  **@3L** \_\_\_\_\_  
2NT **->3C or 4441** Other: \_\_\_\_\_

2NT **20** to **21**  
Puppet Stayman   
Transfer Responses:  
Jacoby  Texas   
3  **MSS**  
3NT \_\_\_\_\_ to **gamb**  
**minors**

**MAJOR OPENINGS**

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

**MINOR OPENINGS**

Expected Min. Length 4 3 **NF** Other  
1      
1

**RESPONSES**

Double Raise: Force  Inv.  **Weak**   
After Overcall: Force  Inv.  **Weak**   
Conv. Raise: 2NT  3NT  **Splinter**   
Other \_\_\_\_\_  
1NT: **Forcing**  **Semi-forcing**   
2NT: **Forcing**  **Inv.**  **12** to **15**  
3NT \_\_\_\_\_ to \_\_\_\_\_  
**Drury**  **Reverse**  **2-Way**  **Fit**   
Other **3rd &**

**RESPONSES**

Double Raise: Force  Inv.  **Weak**   
After Overcall: Force  Inv.  **Weak**   
Forcing Raise: **J/S in other minor**   
**Single Raise**  Other **OIC**  
Frequently bypass 4+   
1NT/1  **6** to **10**  
2NT: **Forcing**  **Inv.**  **11** to **12**  
3NT: **13** to **15**  
Other **1D/3C= inv**

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

**LEADS** (circle card led. if not in Bold) versus Suits versus Notrump

xx	xxxx	xx	xxxx
xxx	xxxxx	xxx	xxxxx
AKx	T9x	AKJx	AQJx
KQx	KJTx	AJT9	AT9x
QJx	KT9x	KQJx	KQT9
JT9	QT9x	QJTx	QT9x
KQT9		JT9x	T9xx

**DEFENSIVE CARDING**

Standard  vs SUITS vs NT  
Except   
Upside-down: count  attitude   
FIRST DISCARD  
Lavinthal   
Odd/Even   
OTHER CARDING  
Smith Echo   
Trump Suit Pref.   
Foster Echo

**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

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

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2  \_\_\_\_\_ to \_\_\_\_\_ HCP **DESCRIBE** **RESPONSES/REBIDS**  
Strong  Other  **2 Dia**

2  **5** to **10** HCP **ronf**  
Natural: Weak  Intermediate  Strong  Conv  2NT Force  New Suit NF

2  **5** to **10** HCP **ronf**  
Natural: Weak  Intermediate  Strong  Conv  2NT Force  New Suit NF

2  **5** to **10** HCP **ronf**  
Natural: Weak  Intermediate  Strong  Conv  2NT Force  New Suit NF

OTHER CONV. CALLS: New Minor Forcing:  2-Way NMF   
Weak Jump Shifts: in Comp  Not in Comp   
4th Suit Forc 1 Rd  Game  **in.comp/ph**  
**Mathe/transfer overcalls**