

SPECIAL DOUBLES

After Overcall: Penalty MAX=Touch Only
 Negative thru 4♥ + - cards higher
 Responsive : thru 4♥ + Maximal
 Support: Dbl. thru 2 our M. Redbl
 Card-showing Min. Offshape T/O
 (1a)-1y-(1any)-X = T/O

NOTRUMP OVERCALLS

Direct: 16 to 18 Systems on
 Conv. But Trns--> Their M = Spl
 Balancing: 11-16 to 2c Size Ask
 Jump to 2NT: Minors 2 Lowest
 Conv. Bal 2NT = 19-21; PH 1N = 2 lower

DEFENSE VS NOTRUMP

vs: Strong & Weak
 2♠ ♥'s + ♠'s 2♦ = pick
 2♦ ♦'s
 2♥ ♥'s
 2♠ ♠'s
 Dbl: Penalty by UPH ♣'s by PH
 Other: _____

SIMPLE OVERCALL

1 level 8 to 17 HCP (usually)
 often 4 cards very light style
 Responses 1-LEVEL
 New Suit: Forcing NFConst NF
 Jump Raise: Forcing Inv. Weak
 Jump Q Mixed, JS Inv, Trf Adv / X

JUMP OVERCALL

Strong Intermediate Weak
 Respond as to Wk 2's Trf Adv / 2M - X

OPENING PREEMPTS

Sound Light Very Light
 3/4-bids
 Conv./Resp. NS over X = Lead

DIRECT CUEBID

OVER: Minor Major
 Natural
 Strong T/O
 Michaels
 Jmp to 3M < GT; > 2M, 3c = P/C; * GT's Inside

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-X; Tr Adv. Spl. (3M+1 = Lite)

VS Opening Preempts Double Is

Takeout thru 4♠ Penalty
 Conv. Takeout: (2M)-3M=Stop Ask
 Lebensohl 2NT Response > 2M
 Other: Leaping Michaels / 2M - 4m F

SLAM CONVENTIONS Gerber : 4NT: Blackwood RKC 1430

Mini-KC / Preempts (4♦ / ♣'s; 4♣ / other suits) - [0, 1w/o, 1w, 2w/o, 2w]
 4♣ = Mini-KC over Wk2 - 2NT - Any Minorwood/Redwood 5NT Often Pick-a-Slam
 vs Interference: DOPI DEPO Level: DEPO >= Our Suit 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 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

Standard: vs SUITS vs NT
 Except
 9/10=0/2 higher, mid-of-hand
 Vs NT, K asks count/unblock

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

K from AK at 5+ level

Primary signal to partner's leads
 Attitude Count Suit preference

SPECIAL CARDING

PLEASE ASK

NAMES

GENERAL APPROACH
 STANDARD AMERICAN with Gadgets (* Means See Inside of Card)
 Two Over One: Game Forcing Game Forcing Except When Suit Rebid
 VERY LIGHT: Openings 3rd Hand Overcalls Preempts
 FORCING OPENING: 1♣ 2♣ Natural 2Bids Other

NOTRUMP OPENING BIDS

1NT	14+ to 17	3♣ Puppet Stayman	2NT 20 to 21
5-card Major common	3♦ 5-5+ m's, GF	3♥ 3-1-(5-4)	Puppet Stayman <input type="checkbox"/>
System on over Art X, 2♣	3♠ 1-3-(5-4)	2c-2R-2S=Inv, 2c-2d-2H=Junk	Transfer Responses: Jacoby <input type="checkbox"/> Texas <input type="checkbox"/>
2♣ Stayman <input type="checkbox"/> Puppet <input type="checkbox"/>	4♦, 4♥ Transfer <input type="checkbox"/>	2♦ Transfer to ♥ <input type="checkbox"/>	3♠ 1 or 2 Minors* Smolen
2♦ Transfer to ♠ <input type="checkbox"/>	Lebensohl <input type="checkbox"/> (fast denies)	2♥ Transfer to ♠ <input type="checkbox"/>	3NT Gmbig to 4♣ P/C 4♦ SI Trv, 4M NF, 4N Inv
2♠ Range Ask or ♣'s	Neg. Double <input type="checkbox"/> Goldway*	2NT ♦'s or 5-5 m's, wk	Conventional NT Openings Over Pen X's, Sys On - (XX relays to ♣'s, P=NF)
Other: _____	Other: Texas > O/C's -> 3♣		

MAJOR OPENING	MINOR OPENING
Expected Min. Length 4 5	Expected Min. Length 4 3 0-2 Conv.
1st/2nd <input type="checkbox"/> <input type="checkbox"/>	1♣ <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
3rd/4th <input type="checkbox"/> <input type="checkbox"/>	1♦ <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

RESPONSES

Double Raise: Force Inv. Weak
 After Overcall: Force Inv. Weak
 Conv. Raise: 2NT 3NT Splinter
 Other: 3M+1 = Light Splinter

1NT: Forcing Semi-forcing
 2NT: Forcing Inv. JAC to OBY
 3NT: _____ to _____
 Drury : Reverse 2-Way Fit
 Other: 3-under JS = Inv UPH; Trf Adv / X

DESCRIBE	RESPONSES/REBIDS
2♣ 22+ to If Bal'd HCP Strong <input type="checkbox"/> Other <input type="checkbox"/> 2♦ Resp: Neg <input type="checkbox"/> Waiting <input type="checkbox"/>	3-4 Lvl = good suit X / XX Very Weak Kokish (Inv 3♣ / 3♥ rebid) 3♦ > 3♣ 2nd Neg or Waitg
2♦ 5 to 11 HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	NSF / X, OC (L/D) - But May Raise 2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>
2♥ 5 to 11 HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	Trf Adv / X NSF/OC(L/D-MayRaise) 2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>
2♠ 5 to 11 HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	Trf Adv / X NSF/OC(L/D-MayRaise) 2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>

OTHER CONV. CALLS: New Minor Forcing: 2-Way NMF UPH, No Comp*
 Weak Jump Shifts: In Comp. Not in Comp. by UPH; 2C->2D by PH, No Comp*
 4th Suit Forcing: 1 Rd. Game JS by PH = Fit (exc. 1M-3♣) * see inside
 Trfs / 2N Jump Rebid & 1M-1N-2N; Eq Lvl Conv; Forced 2N Scramble resp to T/O X if*
 System on / 1N, 2N, 3N O/C (but Trf to their Maj. = SPL); Unus vs (Unus NT & Michaels)

Boca Team Game – Procedural Rules & Announcements

- It's **Your** Duty to Alert Opp's to your Non-Std. Agreements
 - Pre-alert Non-Std. Carding Agreements
 - Alert Non-Std. Bidding and Carding Agreements
- **May** review pr. trick until your side plays to curr. trick
- You **may** consult Std. Boca Conv. card at any time
- You **may** consult your opp's cards' spec. agreements
- You **may** announce meaning of bid if on Std. Card
- You **may not** consult your card's special agreements
- **Alert (don't Announce)** meaning of bid on your card
- **Don't** suggest meaning for bid not addressed on Std. Card
- "Std. Card" refers to inside as well as outside of card

Boca Team Game – Excusable Errors & Rules

- Pulling Out Wrong Bid from Bid Box
 - Not "change of heart"
 - Revokes
 - Exposed Cards
 - Bid or Lead out of Turn
 - Systemic Mis-bid of Std. Card (Round 1 or 2)
- If Excusable Error Occurs:**
 Play board if reasonable result can be achieved.
 If not, throw out board.
 Does not matter whether board previously played.
 "Active ethics" applies in All Cases

NOTUMP OPENINGS Regular Lebensohl over 2d,2H,2S O/C's of 1NT

2NT forces 3c, then: P or 3 of "under" suit = to play
cue = Stayman with stopper
3NT shows stopper
3 of "over" suit = Invitational
Direct cue bid Stayman w/o stopper
3 new suit Forcing
3NT directly Denies stopper

Raising 1NT Opener's Major after Stayman - Shown as "Goldway"
3 Other Major Unspecified Splinter. Relay, then L/M/H
4C = RKC 4D = Balanced Raise

Transfers to Minor after 1NT Opener : Follow-ups
3 of Higher Suit Splinter
Raise/Jump to agreed 4m Minorwood (else, Redwood applies)
Jump to 4M Natural, NF, 5-6

After 2N Open (or Rebid/ 2C Open) 3S: Relay to 3NT (1 or 2 minors)
If both minors: If 1 minor: 4m = other minor. Then:
4M = 5-5 SPL ST1 rejects; else RKC resp's. If ST1, then:
4NT = NF, INV ST2 = RKC (4N=NF, Other=Q or Last Train)
1N - 2c - 2d - 4 Red Transfers (Stayman then Texas)

MAJOR OPENINGS Jacoby 2NT Follow-ups
Rebid of 4M = flat min JS to 4 lower = 5-5 good suits, no side A/K
3 of New Suit = SPL 3M > than 4M; 3NT = K+ > than 3M
Mini-Splinters Show 10-12, Unspecified

1H-3S, 1S-3NT Next Step is Relay; Reply L/M/H by Rank
Regular Splinters Show 13-15, Specified
1H-3NT = Spade Splinter If stronger, use Jacoby or something else
Rev. Drury and PH JS, SPL Show Fit, except P-1M-3C = Nat, Inv.

P-1M-2NT Both minors, approx. 9-11 HCP
Drury then NS / 2d, 2M Natural
P-1M-3M Mixed - 5 trumps or 4 with shape
Mini- and Reg. Splinters PH Reg. Splinter = void

Delayed Jumps to 3-Red after 1M-1NT-2m = Long suit, < INV 3/1
1H-1N-2m-2S Super raise of minor

Checkback after 1H-1S-1N (Off in Competition)
By UPH: 2-way NMF 2c R 2d; 2N Inv; 3c weak; Higher strong
By PH: 2c R 2d 2d = Inv; 2N Inv; 3c weak; 3d Inv 4-6
2N Raises and Rebids Transfers

MINOR OPENINGS Inverted Raise (no 4-card M) Follow-ups
1m-2m-2suit Stopper - may be natural
1m-2m-2N Forcing to 3m
p-1m-2m-2N 13+-14, Inv, (responder PH & 2m was NF)
1m-2m-2N-3M Splinter
1m-2m-2N-3Other minor Catch-all GF
1m-2m-3m- 3 Suit Stopper

2N GT / 1m-1M-2M raise (NF in comp, or if Responder is PH)
Resp's to 2N B3, G3, B4, G4; 3N = 4M-3-3-3 / 1c
After B3 or B4 (NF), 3 of either suit NF

2NT Response to 1m: NF (11-12)
1c-2N 3c (NF); 3d,3M,4c Nat, Strong; 4d=Redwood
1d-2N 3c,3d (NF); 3M,4m Nat, Strong; 4H=Redwood

2NT Raises and Rebids
1m-1N-2N-? 3 of opened or lower suit NF
1m - 1M - 2N - Transfers Accept Trf to new Major only w/4
1c - 1d - 2N - Transfers 4m Minorwood

Checkback after 1m-1S-1N (Off in Competition)
By UPH, 2-way NMF 2N Inv, 3c weak, higher strong
By PH, 2c R 2d 2d Inv, 2N Inv, 3c weak, 3d Inv 4-6
Over 1m-1N O/C by Opp's 2c=M's, 2d=H's, 2H=S's, 2S=c's, 2N=d's
1c-1S-2c-2H Forcing one round, natural
1c-1d-1H-2S Natural, GF

2/1 or Higher After Opp's Overcall - Forcing 1 Round by UPH

After NS @ 2-level: Force to 2N. If go past 2N, F to 3 of Resp's suit
After NS @ 3-level: Force to 3NT or 4 of Responder's suit

TWO LEVEL SUIT OPENINGS Kokish/2c - With Inversion of 3c/3H

2c-2d-2S-3c 2nd neg 2c-2d-2H-2S-3c-3d 2nd neg.
2c-2d-3N Tricks
2c-2d-4N 30-31 Smolen still on
2c-2d-2H-2S-2N 25-27 Forcing
2c-2d-2H-2S-3N 28-29 (4NT over 2S = 32-33 ha ha)
2c-2d-3M Nat, GF -> Cues Cue = Ace; else, 3NT = 1+ K's (4c asks)
Weak 2 - Bids 2d, 2H, 2S 2NT asks for Feature
2d-x NS = F, lead 2d -O/C- NS = F, L/D, Opener May Raise
2M-x Tr Adv Start at 2N 2M-O/C- NS = F, L/D, Opener May Raise

Reverses - Promise Another Bid Below Game

Rebid suit = 5+, any strength; Cheaper of 4th suit, 2NT may be weak

SPECIAL DOUBLES Support x/xx in lieu of Raises up to 2S

After 1D response On, but optional
After 1NT O/C On, but optional

After Opponents Overcall 1NT Response:

1Any-P-1N-2Y X = T/O, not dead minimum
1Any-P-1N-3Y X = Extra Values (not "penalty")
Forced 2N Scramble only if it is our side's first "bid" (not "call")

NOTRUMP OVERCALLS

UPH - Dir/Bal - any level System on, except Trf to opp suit = SPL
If opp's bid 2-suits -> Leb. applies - ignore opening bid of 1m
PH - Bal 1N Two lowest unbid

1M-P-2M-2NT MINORS

DEFENSE vs NOTRUMP Landy (X by UPH = Pen, X by PH - Clubs)

2D response to 2c Pick
2NT response to 2c = GT 3c = bad, better H's 3d = bad, better S's
3H & higher = good: 3H=4-5, 3S = 5-4
3N = 5-5, 4c = 5-6, 4d = 6-5
3M response to 2c good mixed
3m response to 2c natural
2N resp. to 2d,2H,2S O/C Serious try, some support, 3NT possible
Versus Gambling 3NT 4C = Equal or longer H's; 4D = longer S's

DIRECT CUE BID Michaels

1m-2m 2N natural, invite
(1c-2c-p-2d = Natural, NF) 3c = H's INV, 3d = S's INV, 3M = <GT
1M-2M 2NT=GT Respond BadC, BadD, GdC, GdD
3c = P or correct
3d = GT in major
1H-2H-p-3S = <GT

VS OPENING PREEMPTS

Lebensohl responses to X of Weak 2M

2H-x-p-3S Shows 5S, Inv
2H-x-p-2N-p-3c-p-3S Shows 4S, Inv
Delayed Cue (2NT-3c-Cue) Stayman w stopper
Direct Cue Stayman w/o stopper
2M-x-p-4m Forcing

SLAM CONVENTIONS

RKC 0314 5N=2+void, 6X=1or3+void (bid void if possible)
Minorwood - Applies if 3m would be forcing.
(Jump to 4m = RKC) Applies after 1N/2S & 1N/2N, jump or not
Redwood - (4m+1 =RKC) Applies after agreement, jump or not, unless Minorwood applies.
Responses to GSF Return to suit = weakest (cheap = strong)
Forcing Passes apply only when GF on strength was announced