

David Berkowitz - Larry Cohen

PRECISION

STRONG FORCING OPENING : 1♣

SPECIAL DOUBLES

Negative, Responsive → ∞
 Support → 3♥
 Gametry/Maximal → 3♥
 Rosenkranz → 2♠
 Suit/Lead → 4♥

DIRECT NT OVERCALLS

1NT: 15-18 HCP – front of card
 Jump to 2NT = 2 lowest unbid
 Balancing 1NT = 10-15/16
 sandwich position=15-18

SIMPLE OVERCALL

7-17 HCP – maybe light
 UPH: new suit at new level=F
 Jump cue-bid=mixed raise
 Jump in comp. = fit
 Suit/lead transfer after double

VS. OPPONENTS NT

Versus Upper range of 15+ :
 2♣=♣+? 2♦=♦+ (♥or♠)
 2♥=♥+♠ 2♠=♠(weak)
 X=One suit (if ♠, strong)
Versus Upper range of 14- :
 2♣=♥+♠ 2♦=♥or♠
 2♥=♥+minor 2♠=♠+minor

NOTRUMP OPENING BIDS

1NT=14-16 (15-17 4th) 2NT = 21-22
 3NT= 4 ♣/♦ preempt (Gambling 3rd,4th)
Over 1NT: 2♦relays 2♥; 2♥→2♠; 2♠→3♣; 2N=Inv.
 3♣=Puppet Stayman; 3♦=To play; 3♥/3♠=Splinter
 Texas; Neg Doubles; Smolen; Transfer lebensohl

JUMP OVERCALL

Weak (maybe OK opp. PH)
 2NT asks shortness
 Transfers after double

OVER OPP. T.O. DOUBLE

New suit forcing on 1 level
 Transfers (direct raise=weakest)
 Jumps=fit; 2NT=Limit over Maj

MAJOR OPENINGS

5-Card Majors (Occ. 4)
 1NT response=**Semi-Force**
 2/1=Game Force
 2NT= GF 4+ trump raise
 3♦= Limit 4+ trump raise
 3-raise=preemptive
 3-other (under)=Nat. Inv.
 3NT=4x3 13-15 NF
 4-raise=wide range (0-15)
 1♠-1N-2♥-3♣=Artificial
 Drury; 2-way Game tries;
 Transfers after Double

MINOR OPENINGS

1♣=Precision (16/17+)
 1♦=Negative (0-7/8)
 1♥/1♠/2♣/2♦= Nat GF
 1NT=8-13 Balanced
 2♥/2♠=14-15, 16-17 Bal
 3-suit=4x1; 3N=solid suit
 In comp: X=any 5-8
 1♦=10-15 HCP, usually 2+
 Inv. raise; 2N/3♣=invite
 Comp: 1♦(1♥)1♠ = minors
 1♦(x): xx=♥, 1♥=♠, 1♠=NT
 2♥/2♠=Majors, Wk/Inv.

OPENING PREEMPTS

Namyats: 4♣=♥; 4♦=♠
 (In 3rd seat, natural)
 4NT=Good 5-minor open

vs. OPPONENT PREEMPTS

Double=takeout
 lebensohl in all positions
 Jump to 4♣/♦=GF min +maj

PSYCHICS

Rare

DIRECT CUEBID

Michaels; 2NT asks
 Tying minor for good hand

SLAM CONVENTIONS

Roman Keycard Blackwood (0-3, 1-4); Kickback
 4♣/♦RKC; 4♣ Preempt Keycard ask; TAB,CAB
 Soloway JS 1♥-2♠; Serious 3NT, Splinter Relays

DEFENSIVE CARD PLAY

Honor Leads: 2nd Highest **AK KQ QJ J10 109**
 (But highest in partner's suit)

Spot card Leads: 4th vs. NT 3rd/5th vs. Suits

Trick One: Count vs. NT; Suit-Preference vs. Suits

Later signals: First Discard=Odd/even; Smith vs. NT

COUNT=STANDARD ATTITUDE=UPSIDE DOWN

2♣

10-15 HCP 6+♣ (occ. 5) 2N=asks

2♦

10-15 HCP 0-1♦ (4-3 or 4-4 in majors) 2N=asks

2♥

5-10 HCP 6+♥ (occ. 5) 2N=asks

2♠

5-10 HCP 6+♠ (occ. 5) 2N=asks

OTHER CONVENTIONAL CALLS

Crash vs. Big ♣, 2♣; 4th-suit GF; x-fers after 1♦ (X)
 PH Jumps=Fit; Umjuno; Two-way Checkback;
 Pass-Double inversion; Suit/Lead after Dbl.; Bart