

	Recommend	Notes
APPROACH		
Standard		
2 over 1	like best	
Big Club		never had any interest to go back
VERY LIGHT		
Openings	with caveat	like distributional or fav vul
3rd Hand	lead direct	Drury helps
Overcalls	if there is a point	
Preempts	not really	
NOTRUMP OPENINGS		
Weak NT		never been a fan
Strong NT		
Stayman	yes	
Junk Stayman	easy	easy to abuse too
Baze	infrequent	nice to have
Smolen	makes sense	may not be that necessary
Major Suit Transfers		
Jacoby	YES	
Super Accepts	like	has some dangers
Texas	adds to the system	
4 suit transfers	pick 'em	
minor suit Stayman	pick 'em	
Clinite	like	played with KE but seldom occur
3C/3D invitational	pick 'em	
3C Puppet Stayman	pick 'em	played by MNs but seldom occur
5/5 major & minor	pick 'em	
fragment	pick 'em	played w PK & WS seldom occur might be improved
Gerber		
System on over Dbl & 2C	works	
lebensohl	not that hard	might be better versions
negative doubles	3 level is good	prefer pen at 2 level
runouts	hard	should be simpler
2NT range	20-21	
Stayman	yes	
Puppet Stayman	NO	can't handle 5-4
Muppet (Modified Puppet)	hard	can handle 5-4
Jacoby	yes	
Texas	yes	
Smolen	works best	
Gerber		
3NT opening		
Range	NO	play controls gives more room
Stayman		
Jacoby		
Gerber		
Gambling	pick 'em	
Solid Major	pick 'em	
4 of a minor preempt	pick 'em	
MAJOR OPENING		
5 card majors		
4 card majors	3rd & 4th, occ other	I like bidding best suit

Constructive raises	not a fan	
Limit raises	fine	
Preemptive raises		I don't use them enough
Mixed Raise		
Jacoby 2NT	perfectly	better versions available
Bergen		have had no serious problems
Splinters	YES!	
natural game tries	like	
help suit game tries	don't like	
short suit game tries	okay	
2 way game tries	not that hard	not that necessary
asking bid after 1M-2M		keeps opener hidden
1-2-3 stop		I don't use them enough
1-2-3 trump ask	like	
1NT Forcing	current preference	
1NT Semi-Forcing		
Reverse Drury		
2 way Reverse Drury	I need to play them	my version is not standard
splimits by passed hand	easy to forget	don't come enough
fit showing jump shifts by passed hand		never played
MINOR OPENING		
3+ 1C (4=4=3=2 open 1D)	works fine	
2+ 1C (1D shows 4+)	not necessary	would use if playing major transfers
Limit raises		
Inverted minors	prefer	
Italian raises (criss cross)	not necessary	divides up limit and forcing raises
2NT 11-12 3NT 13-16	fine	
2NT 12-14 3NT 15-17	okay	
natural one-level bidding	okay	
Walsh	prefer	
transfers over 1C opening		I am interested in exploring
Splinters	I like splinters	don't come enough
Other Conventional Calls		
New Minor Forcing	okay	
2-way NMF	prefer	my version is not standard
Strong Jump shifts		don't come enough
weak jump shifts	no thank you	I don't like to admit to weakness
Invitational jump shifts	prefer	so far they work very well
weak jump shifts in competition		should use them more often
negative free bids		never played them
4th Suit forcing to game	prefer	could be improved
4th Suit forcing one round	okay	play w WS I don't see the benefit
XYZ		never played, could try to
Bart		never played
Gazzilli		never played
Wolff over Reverses	not necessary	
lebensohl over Reverses	not necessary	
Transfers over 2NT rebid	like	allows for weak resp & better slamming
2C Strong		
2D waiting	works fine	
2H bust; 2NT hearts	okay	least favorite
Controls	like	

Kokish	like	
Weak Twos		
approach	good suit for me	
RONF	okay	
new suits not forcing	fine	
Ogust	fine	other versions available
Feature	okay	
01122 4C ask	easy to forget	but it is nice to have
suit lead transfers	prefer	never comes up
McCabe		play w PK with mixed results
Other two bids		
Flannery	NO	
Mini-Roman	NO	favorite convention for opp to play
Multi		never played
Mexican		never played
Other Conventional Calls		
CRASH over big club	okay	takes a little memory but works
Mathe over big club	simple	so may be best
exclusion bids	not necessary	fun for some
Suction over big club	not necessary	fun for some (including me)
Unusual v Unusual (& Michaels)	okay	could be improved
Forcing Pass	hard	needs rules
SPECIAL DOUBLES		
Takeout	YES!	
Negative	yes	how high? 7H?
Responsive	okay	
Value showing	okay	
Maximal	hard	
Support	okay	some found hard; some play above 2maj
Rosenkranz	hard	at least for me to remember
equal level conversion		never played
Doubt showing redouble	hard	used over questionable 3NT bids
denial doubles		of opp's Q, asks partner not to lead suit
SIMPLE OVERCALL		
range	6+	I like my takeout doubles to be pure
4 card	seldom	
new suit responses	NFconstructive	maybe something else
fit showing cue bids		never played
Mixed Raise	jump cuebid	I like to have a stiff tho nothings perfect
Preemptive raises		I like to have a stiff tho nothings perfect
fit showing jump shifts		never played
JUMP OVERCALL		
approach	good suit for me	
OPENING PREEMPTS		
approach	good suit for me	
suit lead transfers	prefer	never comes up
01122 4C ask (4D over 3C)	easy to forget	but it is nice to have
DIRECT CUEBID		
Michaels	okay	
Top/Bottom cuebid		you know what partner has
Ghestem		covers all bases, needs more bids
Leaping Michaels	easy to forget	especially for BB

NOTRUMP OVERCALLS		
range	15-18	not 14BB, prefer stoppers EJ
system on	yes	
balancing notrump	11-14	could be improved
sandwich notrump	no longer a fan	the experts are not playing it
DEFENSE VS NOTRUMP		
Landy	simple	
Cappelletti	fairly simple	
DONT	fairly simple	
HELLO	NO	
MECKWELL		never played
SCuM	like	doesn't have penalty double
against Weak Notrump		prefer Cappelletti
systems on after strenght double	like	have had good results with both PKs
OVER OPP'S T/O DOUBLE		
ignore at 1-level, weak at 2-level	simple	
Chicago cheapshot		not a fan of constructive raises
Jordan	okay	not needed anymore
Flip Flop	not a fan	
Systems on over Major	yes	
Cappelletti over 1M doubled		basically transfers
vs Opening Preempts Double is		
Takeout thru 4H	fine	
Takeout thru 4S	like	
lebensohl over weak twos	okay	but don't feel it is necessary to play
SLAM CONVENTIONS		
Blackwood	yes	limited use
RKC (0314)		Rodwell says best (with Kickback)
1430	works fine	
Gerber	okay	
Control Bidding	essential	prefer 1st and 2nd round controls
Serious (NonSerious) 3NT		takes a little memory but works
Last Train		would like to try
01122 over preempts	easy to forget	but is nice to have
Kickback		have never really played
Minorwood	like	have had good results with both PKs
Redwood	easy to forget	never comes up
Jump to 5 of major	seems simple	easy to mix up what's being asked for
Spiral	hard, fun	play with WS
Specific Kings	best	
CAB (control asking bids)		played with MP for years, never came up
Exclusion Blackwood	scary	once you get used to playing, not so much
DOPI		through 5 suit
DEPO		above 5 suit
ROPI	easy to forget	
Positive (or Negative) Slam Doubles	hard	played with RE, idea no longer appeals
LEADS		
Standard		
Rusinow	not necessary	I don't lead a lot of unsupported aces
Journalist	not at trick one	after okay
4th best	fine	
3rd and 5th	like	

attitude  
2nd best  
A from AK  
power lead against Notrump  
Foster Echo  
primary signal at trick one  
obvious shift  
Standard carding  
Upside down carding  
main signal suit preference  
Lavinthal  
Roman (odd/even)  
Smith Echo  
Trump suit preference

do not like  
easy  
hard  
do not like  
attitude  
okay  
good  
no thank you  
no thank you

never played  
not everybody knows all the rules  
because it is never discussed  
never played  
never played  
a slight edge  
never played  
hard to play in tempo  
as above, never have the right card  
would like to try  
never played