

SPECIAL DOUBLES

After Overcall: **Penalty**
 Negative thru 4♣
 Responsive thru 4♣ Maximal
 Support: **Dbl.** thru 2♥ **Redbl**
 Card-showing Min. off-shape T/O
Competitive, Snapdragon

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
2NT / 1M = 4-card LR
jump cue = mixed raise

JUMP OVERCALL

Strong **Intermediate** **Weak**
Lowest JO = other 2 suits

OPENING PREEMPTS

Sound Light Very Light
 3/4-bids V NV
Conv./Resp.: 4♣ (♦) req. KC

DIRECT CUEBID

OVER: Minor Major
 Natural
 Michaels
Other: next two suits

SLAM CONVENTIONS

Gerber 4NT: Blackwood RKC 1430
Cheap KC **ConFit** **Exclusion** **specific Kings**
 vs Interference: DOPI below 5T-1 DEPO ROPI ignore doubles

LEADS

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
A K x	T 9 x	A K J x	A Q ⊗ x
K Q x	K J T x	A J T 9	A T ⊗ x
Q J x	K T 9 x	K ⊗ J x	K Q T 9
J T 9	Q T 9 x	Q ⊗ T x	Q T ⊗ x
K Q T 9		J T 9 x	T ⊗ x x
A K ⊗ x			K = power

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

NOTRUMP OVERCALLS

Direct: **15 to 18** Systems on 1m
 Cue = Stayman / 1M
Balancing: 11-14/m, 12-16/M
 sys. on, range-Stayman / M
 Jump to 2NT: suits below & above

DEFENCE to NOTRUMP

vs: strong (14+) weak
 Dbl + other penalty
 2♣ + other ♥ + other
 2♦ ♦ ♠ + other
 2♥ ♥ ♥
 2♠ ♠ ♠
 2NT + ♦ ♣ + ♦
 Other

OVER OPP'S T/O DOUBLE

New-Suit Forcing: 1 level 2 level
 Jump Shift: m→M = wk, M→m = inv.
 M→oM = mixed R, m→om = LR+
 Redouble implies no fit
 2NT Over Limit+ Limit Weak
 Majors
 Minors
 Other: 3NT = fit

DEFENCE to PREEMPTS

Double: Takeout thru 4♣ **Penalty**
Lebensohl 2NT Response
Conv. Takeout: 4NT = 2-suiter
Other: Leaping Michaels, NLM

DEFENSIVE CARDING

vs SUITS vs NT
 Standard: count
 Except
 Upside-down:
 count
 attitude
FIRST DISCARD
 Lavinthal
 Odd/Even

OTHER CARDING

Smith Echo *
 Trump Suit Pref.
 Foster Echo

SPECIAL CARDING

* rev. by leader

NAMES: Shelley Burns, Kel Raywood

GENERAL APPROACH

2/1 GF - nebulous 2♣, Schuler Shift

Two Over One: Game Forcing Game Forcing Except When Suit Rebid
VERY LIGHT: Openings 3rd Hand Overcalls Preempts t/o dbles
FORCING OPENING: 1♣ 2♣ Natural 2-bids Other

NOTRUMP OPENING BIDS

1NT 15 to 17
 5-card Major common
 System on over X, 2♣
 2♣ Stayman Puppet
 2♦ Transfer to ♥
Forcing Stayman
 2♥ Transfer to ♠
 2♠ ♣ or bal. inv.
 2NT ♦

3♣ 5-cd Stayman
 3♦ 5-5 minors GF
 3♥ } stiff, 3 x oM
 3♠ }
 4♦, 4♥ Transfer
Smolen **Baze**
Lebensohl (denies)
 Neg. Double → 3♠
 Other: Rubensohl
 2nd-round transfers

2NT 20 to 22⁻
 Puppet Stayman
Smolen
Transfer Responses:
 Jacoby Texas
 3♠ → 3NT
 3NT = minors

3NT: 3rd, 4th = to play
Conventional NT Openings
 3NT: 1st, 2nd
 = solid minor

MAJOR OPENING

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

RESPONSES

Double Raise: Force Inv. **Weak**
 After Overcall: Force Inv. **Weak** *
 * except: 1♥ - (1♠) - 3♥ = inv.
 Conv. Raise: 2NT 3NT **Splinter**
Other: 2M+1 = GF, 3M+1 = wk spl.
 1NT: Forcing Semi-forcing
 2NT: Forcing Inv. minors by PH
Drury : Reverse 2-Way 3-way
Other: next-step GT
 JS = inv. (splinter by PH)

MINOR OPENING

Expected Min. Length 4 3 ^{NF} 0-2 Conv.
 1♣
 1♦

RESPONSES

6-8
 Double Raise: Force Inv. **Weak**
 After Overcall: Force Inv. **Weak**
 Forcing Raise: JS in other minor
Single raise **GF** **Other: 2♣ = LR**
 Frequently bypass 4+ ♦
 1NT/1♣: 6 to 10
 2NT: Forcing Inv. 13 to 15
 3NT: 16 to 17
Other: 2♥ = 11-12 bal.
 JS other minor = inv.

DESCRIBE

2♣ Strong Other
 2♦ Resp: Neg. Waiting
 2♦ 18 to 19 HCP **balanced**
 Natural Conv.
 2♥ } 5 to 10 HCP
 Natural Conv.
 2♠ } Often 5 cards in 3rd NV

RESPONSES/REBIDS

3M rebid = ♦ + M
 2nd neg. (2NT/2M, 3♥/3m)
 2♥ → 2♣, 2♠ → 2NT
 Stayman, transfers, Rubensohl, ...
 2NT Force **Bogust**
New Suit NF vs overcall
McCabe vs dble

OTHER CONV. CALLS: New Minor Forcing PH 2-Way NMF unPH
 Weak Jump-Shifts: In Comp. after our 1m opening Not in Comp.
4th-Suit Forcing: 1 Round **Game**
vs overcall: 2oM = NF, 3oM = GF
after we balance: unbid minor = rev. Drury
vs 2-suit overcall: lo cue = 4th suit