

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♣ (4♦/♠) = KC ask

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 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	

Rusinow in known long-suits (4*)
 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 m
 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 = LR+, M→oM = mixed-R
 PH JS = fit showing, except m→om
 Redouble implies no fit 3NT = fit
 2NT Over Limit+ Limit Weak
 Majors
 Minors

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♠ → ♣
 2NT natural inv.
 3♣ → ♦ (wk | strong)
 3♦ 5-5 minors GF
 3♥ } stiff, 3 x oM
 3♠ }
 4♦, 4♥ Transfer
 Smolen Baze
 Lebensohl (denies)
 Neg. Double thru 3♠
 Other: Rubensohl
 2nd -Rnd T'fers

2NT 20 to 22

Puppet Stayman
 Smolen
Transfer Responses:
 Jacoby Texas
 3♠ minors
 4♣ → ♦

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 *
 * 1♥-(1♠): 2NT = mixed-R, 3♥ = inv.
 Conv. Raise: 2NT 3NT Splinter
 2M+1 = GF, 3M+1 = wk-splinter
 1NT: Forcing Semi-forcing
 2NT: Forcing Inv. minors by PH
 Drury: Reverse 2-Way 3-way
 Other: next-step GT
 JS to 3-level by unPH = nat. inv.

MINOR OPENING

Expected Min. Length 4 3 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 to minor by unPH = nat. 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

2♣ (3♣) = one-loser red (black) suit
 3♦, 3♥, 3♠, 4♣ = transfer to solid suit
 3M rebid = ♦ + M
 2♥ → 2♠, 2♣ → 2NT
 Stayman, transfers, ...
 2NT Force Bogust
 New Suit NF vs overcall
 vs X: suit = lead directing

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, JS to minor = fit showing
 After we balance: unbid minor = rev. Drury
 Vs 2-suit overcall: lo cue = 4th suit