

SPECIAL DOUBLES

Negative thru 4♣ Penalty
 Responsive thru 4♦ Maximal
 Support thru Redbl
 T.O. Style: Light
 Other: Snapdragon • Power
 Majors vs. strong 1♣

NOTRUMP OVERCALLS

Direct 1NT: 15 to 18 / NF-opening
 Systems on \heartsuit m
 Balancing 1NT: 11-14/m, 12-16/M
 sys. on, range-Stayman/M
 Jump to 2NT: Suits below & above
 Other: (2M)-2NT → 3-suit t'fers

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GENERAL APPROACH

2/1 GF: nebulous-2♣ response, Schuler-Shift rebid
 Two Over One: Game Forcing Game Forcing Except When Suit Rebid
 VERY LIGHT: Openings 3rd Hand Overcalls Preempts
 FORCING OPENING: 1♣ 2♣ Natural 2-bids Other

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
 Other: 2NT/1M = 4-card LR
 Jump-cue = mixed or GF raise

DEFENCE to NOTRUMP

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

NOTRUMP OPENING BIDS

1NT 15 to 17
 5-card Major common
 System on over X, 2♣, 2NT, 3♣
 2♣ Stayman Puppet
 2♦ Transfer to \heartsuit
 Forcing Stayman
 2♥ Transfer to \heartsuit
 2♠ → \heartsuit
 2NT natural inv.
 3♣ → \heartsuit (wk | strong)
 3♦ 5-5 minors GF
 3♥ } stiff, 3 x oM
 3♠ }
 4♦, 4♥ Transfer
 Smolen Baze
 Neg. Double thru 3♠
 Lebensohl (denies)
 Rubensohl
 2nd-round transfers
 2NT 20 to 22⁻
 Puppet Stayman
 3♣ = Stayman or ♣
 Smolen
Transfer Responses:
 Jacoby Texas
 3♣ = minors or ♦
 3NT: 3rd, 4th = to play
Conventional NT Openings
 3NT: 1st, 2nd
 = solid minor

JUMP OVERCALL

Strong Intermediate Weak
 Lowest JO = next two suits

OVER OPP'S T-O DOUBLE

New-Suit Forcing: 1 level 2 level
 Jump Shift: Forcing Inv. Weak
 * m-oM=LR+, M-oM=mixed-R
 Redouble implies no fit not 4333 / m
 2NT Over Limit+ Limit Weak
 Majors
 Minors
 Other: 3NT = fit

MAJOR OPENING

Expected Min. Length	4	5
1st / 2nd	<input type="checkbox"/>	<input checked="" type="checkbox"/>
3rd / 4th	<input checked="" type="checkbox"/>	<input type="checkbox"/>

MINOR OPENING

Expected Min. Length	4	3	NF	0-2	Conv.
1♣	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
1♦	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

OPENING PREEMPTS

Sound Light Very Light
 3/4-bids \heartsuit →V \heartsuit →NV
 Conv. resp.: 4♣ (4♦/♣) = KC ask

DEFENCE to PREEMPTS

Double: Takeout thru 4♣ Penalty
 Lebensohl 2NT Response not vs 2♦
 Conv. Takeout: 4NT = 2-suiter
 Other: Wk & Leap Mic./wk2, NLM/3

RESPONSES

Double Raise: Force Inv. Weak
 After Overcall: Force Inv. Weak
 * 1♥-(1♣): 2NT=mixed-R, 3♥=inv.
 Conv. Raise: 2NT 3NT Splinter
 1♥-2♣=GF-R • 1♥-2NT=mixed-R
 1NT: Forcing \heartsuit 1♣ Semi-forcing \heartsuit 1♥
 2NT: Forcing Inv. \heartsuit minors by PH
 3NT: 16 to 17 3•3•(3•4)
 Drury: 2♣ 2♦ In comp. \heartsuit X, 1♣
 Other: JS to 3-lev. = nat. 6-8 (UnPH)

RESPONSES 5-7

Double Raise: Force Inv. Weak
 After Overcall: Force Inv. Weak
 Forcing Raise: JS in other minor
 Single raise GF Other: 2♣=8-11
 Frequently bypass 4+♦
 1NT/1♣: 6 to 10
 2NT: Forcing Inv. 13 to 15 (18⁺)
 3NT: 16 to 17 • 2♥=11-12 bal.
 Other: JS to other minor = nat. inv.
 PH: Limit raise • JS = fit-showing

SLAM CONVENTIONS

Gerber Cheap KC ConFit
 vs Interference: DOPI below 5T DEPO ROPI ignore doubles

4NT: Blackwood RKC 1430

Exclusion specific Kings

LEADS

versus Suits		versus Notrump	
x x	x \heartsuit x x	x x	x x x x
\heartsuit x(x)	x \heartsuit x x x	x x x	x x x x x
A(K) x	T(9) x	A K J x	A Q \heartsuit x
K(Q) x	K J(T) x	A J T 9	A T \heartsuit x
Q(J) x	K T(9) x	K Q J x	K Q T 9
J(T) 9	Q T(9) x	Q \heartsuit T x	Q T \heartsuit x
K(Q) T 9	J T 9 x	J T 9 x	T \heartsuit x x

Rusinow in known long-suits (4⁺)
 K = power

DEFENSIVE CARDING

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

LENGTH LEADS

4th Best: vs SUITS vs NT
 3rd/5th Best: vs SUITS vs NT
 Attitude vs NT

OTHER CARDING
 Smith Echo
 rev. by leader
 Trump Suit Pref.

Primary signal to partner's leads

Attitude Count Suit preference

SPECIAL CARDING

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
 New Suit NF \heartsuit vs overcall
 vs X: suit = lead directing

OTHER CONV. CALLS:

New Minor Forcing \heartsuit PH 2-Way NMF \heartsuit unPH
 Weak Jump-Shifts: In Comp. \heartsuit after our 1m opening Not in Comp.
 4th-Suit Forcing: 1 Round Game Dead-NT Def • Curly Cue
 Vs overcall: 2oM = NF, 3oM = GF, JS to minor = fit showing
 Vs 2-suit overcall: lo cue = 4th suit inv., hi cue = LR+
 After we balance: unbid minor = rev. Drury