

SPECIAL DOUBLES

Negative thru 4♣ Penalty
 Responsive thru 4♦ Maximal
 Support below 2 of opener's suit
 Support Redbl
 Other: Power on 2nd round
 Snapdragon • Honor XX of neg. X

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

JUMP OVERCALL

Strong Intermediate Weak
 Lowest JO = next two 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 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 Q 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	

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: 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

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

DEFENSIVE CARDING

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

OTHER CARDING

Smith Echo
 ↪ rev. by leader
 Trump Suit Pref.

SPECIAL CARDING

NAMES: Shelley Burns, Kelvin Raywood

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 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♣, 2NT, 3♣
 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
 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

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"/>

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 1♠ Semi-forcing 1♥
 2NT: Forcing Inv. minors by PH
 3NT: 16 to 17 3•3•(3•4)
 Drury: 2♣♠ 2♦♠ In comp. vs. X
 Other: JS to 3-lev. = nat. 6-8 (UnPH)

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"/>

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

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 • Mathe / strong 1♣ • Dead-NT Def
 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 • Curly-Cue / our SW-X