

**SPECIAL DOUBLES**  
 After Overcall: Penalty   
 Negative  thru 4♦  
 Responsive:  thru 4♦ Maximal   
 Support: Dbl  thru 2♥ Rdbl   
 Card-showing  Min. Offshape T/O   
 equal level conversion

**SIMPLE OVERCALL**  
 1-level 6 to 16 HCP (usually)  
 Often 4 cards  Very light style   
**Responses**  
 New Suit: Forcing  NFConst  NF   
 Jump Raise: Forcing  Inv.  Weak   
 Jump cue= mixed raise, short

**JUMP OVERCALL**  
 Strong  Intermediate  Weak

**OPENING PREEMPTS**  
 Sound Light Very Light  
 3/4-bids     
 Conv./Resp. 4♠=mod RKCB

**DIRECT CUEBID**  
 Over: Minor Major  
 Natural    
 Strong T/O    
 Michaels    
 2NT m inv 3C p or c 3D M inv

**SLAM CONVENTIONS** Gerber  4NT: Blackwood  RKC  1430   
 Gerber 1430 ExclKCB 3014  
 optional minorwood  
 vs. Interference: DOPI  DEPO  Level: D1st p 2nd ROPI

**LEADS** (click card led, if not in bold)  
 versus Suits versus Notrump  
 x x x x x x x x  
 x x x x x x x x  
 A K x 10 9 x A K J x A Q J x  
 K Q x K J 10 x A J 10 9 A 10 9 8  
 Q J x K 10 9 x K Q J x K Q 10 9  
 J 10 x Q 10 9 x Q J 10 x Q 10 9 8  
 K Q 10 9 J 10 9 x 10 9 8 x  
**Length Leads:**  
 4th Best vs Suits  vs NT   
 3rd/5th Best vs Suits  vs NT   
 NT AQ att K unblock Attitude vs NT

**Primary signal to partner's leads**  
 Attitude  Count  Suit Preference

**SPECIAL CARDING**  PLEASE ASK

Software by Bridge Base Online, LLC. -  
 www.bridgebase.com

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**GENERAL APPROACH**  
 Natural openings (1♠=2+♠) Transfer responses over 1♣  
 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

**NOTRUMP OVERCALLS**  
 Direct: 15 to 18 Systems on   
 Conv. Bal 1NT over 1M 11-16  
 Balance: 11 to 14m  
 Jump to 2NT: Minors  2 Lowest   
 Conv. xfers over (2x) 2NT(p)

**DEFENSE VS NOTRUMP**  
 vs: 14-16 or + weak  
 2♣ MM MM  
 2♦ 1M 1M  
 2♥ + minor + minor  
 2♠ + minor + minor  
 Dbl 4M + longer m 15+ HCP\*  
 Other: \*pd<5HCP 2♣ scramble

**OVER OPP'S T/O DOUBLE**  
 New Suit Forcing: 1-level  2-level   
 Redouble implies no fit   
 2NT Over Limit + Limit Weak  
 Majors     
 Minors     
 Other: 1m(x)3m invit

**VS OPENING PREEMPT DOUBLE IS**  
 Takeout  thru 4♥ Penalty   
 Conv. Takeout: Q=ask stopper  
 Lebensohl 2NT Response   
 Other: leaping and NL Michaels

**NOTRUMP OPENING BIDS**  
 1NT 3♣ transfer to ♦  
 14+ to 17 3♦ 55+ mm  
 to 3♥ 31(54)  
 5-Card Major Common  3♠ 13(54)  
 System On Overx 2♣ rescues over pen. x  
 2♣ Stayman  Puppet  2♣ scramble, xx 2♣  
 2♦ Transfer to ♥  4♦, 4♥ Transfer   
 Forcing Stayman  Smolen   
 2♥ Transfer to ♠  Lebensohl  (denies)  
 2♠ range ask, or ♣ Negative Double   
 2NT Puppet Stayman Rubensohl

**MAJOR OPENING**  
 Expected Min. Length 4 5  
 1st/2nd    
 3rd/4th    
**RESPONSES**  
 Double Raise: Force  Inv.  Weak   
 After Overcall: Force  Inv.  Weak   
 Conv. Raise: 2NT  3NT  Splinter   
 Other: 1♥-2♠ 1♠-3NT mini spl  
 1NT: Forcing  Semi-forcing   
 2NT: Forcing  Inv.  4M to 711  
 3NT: to  
 Drury : Reverse  2-Way  Fit   
 Other: JS3=Nat+inv mod Kokish  
 GT

**MINOR OPENING**  
 Expected Min. Length 4 3 NF 0-2 Conv.  
 1♣      
 1♦      
**RESPONSES**  
 Double Raise: Force  Inv.  Weak   
 After Overcall: Force  Inv.  Weak   
 Forcing Raise: J/S in other minor   
 Single raise  Other: 1D-2D LR+/BPH  
 Frequently bypass 4♦   
 1NT/1♣: GF to  
 2NT: Forcing  Inv.  11 to 12  
 3NT: 13 to 15  
 Other: rev Flannery 43344

**DESCRIBE**  
 2♣ to HCP  
 Strong  Other  Kokish relay  
 2♠ Response: Neg  Waiting   
 2♦ 11 to 15 HCP 4S, 5H  
 Natural: Weak  Intermediate  Strong  Conv   
 2♥ 5 to 10 HCP could be 5 card suit non-v  
 Natural: Weak  Intermediate  Strong  Conv   
 2♠ 5 to 10 HCP could be 5 card suit non-v  
 Natural: Weak  Intermediate  Strong  Conv

**RESPONSES/REBIDS**  
 3♣ over 2♠ 2nd neg  
 2M/3m 2of3 good hand  
 2NT Force  New Suit NF   
 graded respon, 2♠ NF  
 2NT Force  New Suit NF   
 graded response, McCab  
 2NT Force  New Suit NF

**OTHER CONV CALLS:** New Minor Forcing  2-Way NMF  xyz off after o/c  
 Weak jump shifts: In Comp.  Not In Comp.  fit jumps in comp  
 4th Suit Forcing: 1 Round  To Game  UvU high=LR+, jump raise = mixed  
 suction vs strong 1C(to 2N), sandwich 1NT BPH Wolff signoff  
 Other Minor Stayman good-bad 2NT nonserious 3NT. xfer resp/1Mx