

## SPECIAL DOUBLES

After Overcall: **Penalty**   
 Negative  thru **4S**  
 Responsive  thru **4D** Maximal   
 Support: Dbl.  thru Redbl   
 Card-showing  Min. Offshape T-0   
 Other **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   
 Other **2NT / 1M = 4-card LR**  
 Jump-cue = mixed or GF raise

## JUMP OVERCALL

Strong  Intermediate  Weak   
 V vs NV

Other Lowest J0 = next two suits

## OPENING PREEMPTS

Sound Light Very Light  
 3/4-bids  V  NV   
 Conv. Resp. **4C [4D / C] = KC ask**

## DIRECT CUEBID

OVER: Minor Major Artif. Bids  
 Natural    NF  
 Michaels  2m  2M   
 Other Next two suits vs 1<suit>

## SLAM CONVENTIONS

Gerber  Cheap KC  ConFit  Exclusion  specific Kings

vs Interference: DOPI  below 5T DEPO  ROPI  ignore doubles

## LEADS

versus Suits	versus Notrump
x x	x <input checked="" type="checkbox"/> x x x
<input checked="" type="checkbox"/> x (x)	x <input checked="" type="checkbox"/> x x x x
<input checked="" type="checkbox"/> A K x	T 9 x
K Q x	K J T x
Q J x	K <input checked="" type="checkbox"/> J x
J T 9	K Q T 9 x
K Q T 9	<input checked="" type="checkbox"/> J T 9 x
A K <input checked="" type="checkbox"/> 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 1NT: **15 to 18** / NF-opening  
 Systems on  m  
 Balancing 1NT: **11-14 / m, 12-16 / M**  
 sys. on, range-Stayman / M  
 Jump to 2NT: Suits above & below  
 Other (2M)-2NT: 3-suit transfers

vs:	DEFENCE to NOTRUMP <b>strong (14+)</b>	weak
Dbl	H + other	penalty
2♣	S + other	H + other
2♦	D	S + other
2♥	H	H
2♠	S	S
2NT	C + D	C + D

## OVER OPP'S T-O DOUBLE

New-Suit Forcing: 1 level  2 level   
 Jump Shift: F  Inv.  Weak  Fit   
 m → om = LR+, M → oM = mixed-R   
 Redbl implies no fit  Transfer Resp.   
 2NT Over: Limit+ Limit Weak  
 Majors     
 Minors     
 Other 3NT = fit, 2C = constr.-raise

## DEFENCE to PREEMPTS

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

**NAMES: Shelley Burns, Kel Raywood**

## GENERAL APPROACH

**2/1 GF:** nebulous-2C 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

## NOTRUMP OPENING BIDS

**1NT 15 to 17** 3♣ → D (wk|strong)  
 3♦ 5-5 minors GF  
 3♥ } stiff, 3 x oM  
 3♠ }  
 5-card Major common   
 Sys. on over: X, 2C, 2N, 3C  
 2♣ Stayman  Puppet   
 2♦ Transfer to  Forcing Stayman,   
 2♥ Transfer to  Smolen  Baze  
 2♠ → C Lebensohl  ( denies )  
 Neg. Double  → 3S  
 2NT natural inv. Other Rubensohl

**2NT 20 to 22-**  
 Puppet Stayman   
 3C = Stayman or C  
 Smolen  
**Transfer Responses:**  
 Jacoby  Texas   
 3♠ minors or D  
**3NT 3rd, 4th = to play**

**Conventional NT Openings**  
 3NT in 1<sup>st</sup> or 2<sup>nd</sup>  
 = solid minor

## MAJOR OPENING

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

## RESPONSES

Double Raise: Force  Inv.  Weak   
 After Overcall: Force  Inv.  Weak   
 1H - (1S) - 3H

Conv. Raise: 2NT  3NT  Splinter   
 Other 1H-2S = GF • 1H-2NT = mixed-R  
**1NT: Forcing**  1S Semi-forcing  1H  
 2NT: Forcing  Inv.  minors by PH  
 3NT: **16 to 17** 3-3-(3-4)  
 Drury: 2♣  2♦  In comp.  X, 1S  
 Other JS to 3 = nat. 6-8 (UnPH)  
 PH: nat. raises, JS = fit-showing

## MINOR OPENING

Min. Length: 4 3 NF 0-2 Conv.  
 1♣    
 1♦

## RESPONSES

5-7

Double Raise: Force  Inv.  Weak   
 After Overcall: Force  Inv.  Weak   
 Forcing Raise: 1m-2D = GF raise  
 1m-2S = 5cd-raise, 8-11  
 Freq. bypass 4+♦  Transfer Resp.   
 1NT/1♣: 6 to 10  
 2NT: Forcing  Inv.  13 to 15 (18+)  
 3NT: **16 to 17** • 2H = 11-12 bal.  
 Other 1D-3C = nat. inv.  
 PH: nat. raises, JS = fit-showing

## DESCRIBE

**2♣** Very 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 3<sup>rd</sup> NV

## RESPONSES & REBIDS

2S [3C] = one-loser red [black] suit  
 3D, 3H, 3S, 4C = transfer to solid suit  
 3M rebid = D + M

2H → 2S, 2S → 2NT  
 Stayman, transfers, ...

2NT Force   
 New Suit NF  vs overcall  
 suit = lead directing 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.  1M  
 4th-Suit Forcing: 1-Round  Game  • Dead-NT Def • Curly Cue  
**After we balance:** unbidding minor = rev. Drury • Mathe vs strong 1C  
**Vs overcall:** 2oM = NF, 3oM = GF, JS to minor = fit showing  
**Vs 2-suit overcall:** lo cue = 4<sup>th</sup> suit inv.+, hi cue = LR+