

After Overall: **Penalty** ☐
 Negative ☒ thru **4S**
 Responsive ☒ thru **4D** Maximal ☒
 Support: Dbl. ☐ thru Redbl ☒
 Card-showing ☒ Min. Offshape T-O ☐
Other **Snapdragon**

Direct 1NT: 15 to 18 / NF-opening
Systems on 1 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

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 ☐

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

vs:	strong (14+)	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

1NT 15 to 17
 5-card Major common ☒
 Sys. on over: **X, 2C, 2N, 3C**
 2♣ Stayman ☒ Puppet ☐
 2♦ Transfer to ♥ ☒
 Forcing Stayman, ☐
 2♥ Transfer to ♠ ☒
 2♠ → C
 2NT natural inv.

3♣ → D (wk | strong)
 3♦ 5-5 minors GF
 3♥ } stiff, 3 x oM
 3♠ }
 2nd-round transfers
 4♦, 4♥ Transfer ☒
 Smolen ☒ Baze
 Lebensohl ☐ (denies
 Neg. Double ☒ → 3S
 Other Rubensohl

2NT 20 to 22-
Puppet Stayman ☐
3C = Stayman or C
Smolen
Transfer Responses:
Jacoby ☒ **Texas** ☒
3♠ minors or D

Strong ☐ Intermediate ☐ Weak ☒
 V vs NV ↙
 Other Lowest JO = next two suits

New-Suit Forcing: 1 level ☒ 2 level ☐
 Jump Shift: F ☐ Inv. ☐ Weak ☒ Fit ☒
 $m \rightarrow om = LR^+$, $M \rightarrow oM = \text{mixed-R}$ \leftarrow
 Redbl implies no fit ☒ Transfer Resp. ☐
 2NT Over: Limit+ Limit Weak
 Majors ☐ ☒ ☐
 Minors ☐ ☒ ☐
 Other 3NT = fit, 2C = constr.-raise

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

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

	Sound	Light	Very Light
3/4-bids	<input checked="" type="checkbox"/> V	<input checked="" type="checkbox"/> NV	<input type="checkbox"/>
Conv. Resp.	4C [4D / C] = KC ask		

	OVER: Minor	Major	Artif. Bids
Natural	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/> F
Michaels	<input checked="" type="checkbox"/> 12m	<input checked="" type="checkbox"/> 12M	<input type="checkbox"/>
Other	Next two suits vs 1<suit>		

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

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)

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

Cheap KC ConFit Exclusion specific Kings

vs Interference: DOPI ☒ below 5T DEPO ☒ ROPI ☐ ignore doubles

Exclusion specific Kings
PO ☒ ROPI ☐ ignore doubles

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
A K (Q) x		K = power	

	vs SUITS	vs NT
Attitude:		
standard	<input type="checkbox"/>	<input type="checkbox"/>
upside-down	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Count:		
standard	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
upside-down	<input type="checkbox"/>	<input type="checkbox"/>
FIRST DISCARD		
Lavinthal	<input type="checkbox"/>	<input type="checkbox"/>
Odd/Even	<input type="checkbox"/>	<input type="checkbox"/>
<u>upside-down att.</u>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

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

Attitude ☒ Count ☐ Suit preference ☐

Smith Echo ☐ ☒

↳ rev. by leader

Trump Suit Pref. ☒

SPECIAL CARDING

2♣ Very Strong ☒ Other ☐
2♦ Resp: Neg. ☐ Waiting ☒

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

2♦ 18 to 19 HCP balanced
Natural ☐ Conv. ☒

2H \rightarrow 2S, 2S \rightarrow 2NT
Stauman, transfers, ...

2♥ } 5 to 10 HCP
2♠ } Natural ☒ Conv. ☐
Often 5 cards in 3rd

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: unbid minor = rev. Drury • Mathe vs strong 1C
Vs overcall: 2oM = NF, 3oM = GF, JS to minor = fit showing
Vs 2-suit overcall: lo cue = 4th suit inv.+, hi cue = LR+