

SPECIAL DOUBLES
After Overcall: **Penalty** ☐
Negative ☒ thru **4S**
Responsive ☒ thru **4D** Maximal ☒
Support: Dbl. ☐ thru Redbl ☒
Card-showing ☒ Min. Offshape T-O ☐
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 JO = 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 ☐ ☐ ☒ **F**
Michaels ☒ **12m** ☒ **12M** ☐
Other **Next two suits vs 1<suit>**

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 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	

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 **11m**
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**

DEFENCE to NOTRUMP			
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	

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**

DEFENSIVE CARDING			
		vs SUITS	vs NT
Attitude:			
standard		☐	☐
upside-down		☒	☒
Count:			
standard		☒	☒
upside-down		☐	☐
FIRST DISCARD			
Lavinthal		☐	☐
Odd/Even		☐	☐
upside-down att.		☒	☒
OTHER CARDING			
Smith Echo		☐	☒
rev. by leader			
Trump Suit Pref.		☒	
SPECIAL CARDING		☐	

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 ♠ ☒
2♠ → C
2NT natural inv.
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
3NT 3rd, 4th = to play
Conventional NT Openings
3NT in 1st or 2nd = 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 11S Semi-forcing 11H
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)**

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		RESPONSES & REBIDS
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 → 2S, 2S → 2NT Stayman, transfers, ...
2♥ } 2♠ }	5 to 10 HCP Natural ☒ Conv. ☐ Often 5 cards in 3rd NV	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+