



NAMES Shelley & Lisa

GENERAL APPROACH

2 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 OPENING BIDS

1NT 15 to 17
3♣ 5 card Stayman
3♦ 5-5 m GF (3H=C)
3♥ 3-1-4/5
3♠ 1-3-4/5
5-card Major common
System on over X, 2♣
2♣ Stayman Puppet
2♦ Transfer to ♥
2♥ Transfer to ♠
2♠ Range ask or ♣
2NT -> ♦; 3D=fit

2NT 20 to 21
Puppet Stayman
Transfer Responses:
Jacoby Texas
3♠ -> 3NT; 4m=Opt KC
3NT = 5/5 minors SI
3NT Gamb to 4D-s/v?
Conventional NT Openings
oM=Fit,s/v; 4D=Slam
Other: X Stymn; P=stopper; Delayed Texas Tfr

MAJOR OPENING

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

MINOR OPENING

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

RESPONSES

Double Raise: Force Inv. Weak
After Overcall: Force Inv. Weak
Conv. Raise: 2NT 3NT Splinter
Other: 3D=3/5c LR; 3C=4c Mix/LR

RESPONSES

Double Raise: Force Inv. Weak
After Overcall: Force Inv. Weak
Forcing Raise: J/S in other minor
Single raise Other:

1NT: Forcing Semi-forcing
2NT: Forcing Inv. to
3NT: 13-15 to 333/4
Drury: Reverse 2-Way Fit
2C=4c Mix/LR; 2D=3/5c LR
Other: ON - X; 2NT=mm Inv

Frequently bypass 4+♦
1NT/1♣ 6 to 10
2NT Forcing Inv. 11 to 12
3NT: 13 to 15
Other 2M=Weak J/S

DESCRIBE RESPONSES/REBIDS

2♣ 22+ to 8.5 QT HCP
Strong Other
2♦ Resp: Neg Waiting 2nd Neg
2♦ 6 to 11 HCP 4C=5 Step KC
Natural: Weak Intermediate Strong Conv.
2♥ 5 to 10 HCP 4C=5 step KC
Natural: Weak Intermediate Strong Conv.
2♠ 5 to 10 HCP 4C=5 step KC
Natural: Weak Intermediate Strong Conv.

OTHER CONV. CALLS: New Minor Forcing: 2-Way NMF oM first
Weak Jump Shifts: In Comp. Not in Comp. Wolff; NMF by PH
4th Suit Forcing: 1 Rd. Game Q&Q (2NT asks); UvsU (low=Lower);
(2D Flannery) 2H=T/O, X=big hand, 2NT-minors; Equal Level Conv
Next Step GT, 2nd Suit Slam Try; 1m(1NT)Systems On
Leaping/non M (4D=both M); DONT Runouts; Mathe

SPECIAL DOUBLES

After Overcall: Penalty
Negative thru 4♥
Responsive : thru 4♥ Maximal
Support: Dbl. thru 2♥ Redbl
Card-showing Min. Offshape T/O
Snapdragon X - 2 level, also PH

NOTRUMP OVERCALLS

Direct: 15 to 18 Systems on
Conv. Sandwich NT (always)
Balancing: m 11-14 to M 12-16
Jump to 2NT: Minors 2Lowest
Conv.

DEFENSE VS NOTRUMP

vs: Strong Weak (incl 13)
2♣ Both Majors Both Majors
2♦ 1 Major 1 Major
2♥ 5xH, 4m+ 5/4 Maj/min
2♠ 5xS, 4m+ 5/4 Maj/min
Dbl: 4xM, 5m+ 14+ (Sys ON)
Other 2C ask minor; 2D ask Major
X:xx you pick; o/w Natural bids/pas

OVER OPP'S T/O DOUBLE

New Suit Forcing: 1 level 2 level
Jump Shift: Forcing Inv. Weak
Redouble implies no fit
2NT Over Limit+ Limit Weak
Majors
Minors
Other 2NT=Nat (Bergen,J/S om=LR)

VS Opening Preempts Double Is

Takeout thru 4♥ Penalty
Conv. Takeout: 4NT=2 suits
Lebensohl 2NT Response
Other: oM after Reverse = weak

SIMPLE OVERCALL

1 level 7 to 16 HCP (usually)
often 4 cards very light style
Responses
New Suit: Forcing NFConst NF
Jump Raise: Forcing Inv. Weak
Q=LR; Jump Q=Mixed; 2NT=4cLR

JUMP OVERCALL

Strong Intermediate Weak

OPENING PREEMPTS

Sound Light Very Light
3/4-bids
Conv./Resp.

DIRECT CUEBID

OVER: Minor Major
Natural
Strong T/O
Michaels
Min/max

SLAM CONVENTIONS Gerber: 4NT: Blackwood RKC 1430

Exclusion; Gerber min/max 4S=KC Hearts

Opt KC minors; Q ask-lowest K; Non-serious 3NT

vs Interference: DOPI DEPO Level: ROPI

LEADS (circle card led, if not in bold)

Table with columns for versus Suits and versus Notrump, showing lead patterns like x x x x, A K J x, etc.

LENGTH LEADS:

4th Best vs SUITS vs NT
3rd/5th Best vs SUITS vs NT
NT: A-drop H or Count; K Att; Q drop J
Singleton/Void - give Suit Pref

Primary signal to partner's leads

Attitude Count Suit preference

DEFENSIVE CARDING

Standard: vs SUITS vs NT
Except
Upside-Down: count attitude

FIRST DISCARD

Lavinthal
Odd/Even
USD

OTHER CARDING

Smith Echo USD
Trump Suit Pref.
Foster Echo

SPECIAL CARDING PLEASE ASK