



NAMES Perry Khakhar & Laurie Shapka

GENERAL APPROACH

2/1

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♣ ♥ slam try
3♦ ♠ slam try
3♥ minor suit stayman
3♠ Quantitative
5-card Major common
System on overart X, 2♣
2♣ Stayman Puppet
2♦ Transfer to ♥
Forcing Stayman
2♥ Transfer to ♠
2♠ ♣ (3♣ bad)
2NT ♦ (3♣ bad)

2NT 20 to 21
Puppet Stayman
Transfer Responses:
Jacoby Texas
3♠ Relay to 3NT

3NT to
Gambling (No A or K)
Conventional NT Openings
Runouts over 1NT X
(for penalty)

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: (Jump = Mixed Raise) 2NT = Inv

1NT: Forcing  Semi-forcing 
2NT: Forcing  Inv.  to
3NT: 15 to 17 (2344)
Drury  Reverse  2-Way  Fit 
Other: 2♦ is Drury 1♥ P 2♠ = WJ
mini splinter, Kokish GT

MINOR OPENING

Expected Min. Length 4 3 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: GF
Frequently bypass 4+♦
1NT/1♣ 6 to 9
2NT Forcing  Inv.  10 to 12
3NT: 13 to 15
Other WJS (3-6) P 2NT = Shortness

DESCRIBE RESPONSES/REBIDS

Table with 2 columns: DESCRIBE and RESPONSES/REBIDS. Contains bidding sequences and trick counts for various openings.

OTHER CONV. CALLS: New Minor Forcing  2-Way NMF 
Weak Jump Shifts: In Comp.  Not in Comp. 
4th Suit Forcing: 1 Rd.  Game 
Leb/Rev, Anti Michaels, U vs. U where lowest is 4th suit Non-serious 3NT
PPP 2X = 13-16

SPECIAL DOUBLES

After Overcall: Penalty 
Negative  thru 4♥
Responsive  : thru 4♥ Maximal 
Support: Dbl.  thru 2♥ Redbl 
Card-showing  Min. Offshape T/O

NOTRUMP OVERCALLS

Direct: 15 to 18 Systems on 
Conv. 
Balancing: 10 to 14 sys on 
Jump to 2NT: Minors  2 Lowest 
Conv.

DEFENSE VS NOTRUMP

vs: Strong Weak
2♣ ♦ or Mm ♦
2♦ Majors ♥
2♥ ♥ ♠
2♠ ♠ ♣
Dbl: Penalty Penalty
Other Systems on over X

SIMPLE OVERCALL

1 level 8 to 17 HCP (usually)
often 4 cards  very light style 
Responses
New Suit: Forcing  NF Const  NF 
Jump Raise: Forcing  Inv.  Weak 
JR = 6-9 w/4 Rozencrantz X and XX

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  
CRASH over Big ♣

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 Transfers over 1M X, 3M = M

VS Opening Preempts Double Is

Takeout  thru 4♥ Penalty 
Conv. Takeout: 
Lebensohl 2NT Response 
Other: All seats

SLAM CONVENTIONS Gerber : 4NT: Blackwood  RKC  1430

Spec Kings, minorwood when suit previously agreed, DIPS, RIPS

5NT = odd with useful void 6♣ = even with useful void

vs Interference: DOPI  DEPO  Level: 5♠+ ROPI

LEADS (circle card led, if not in bold)

Table showing lead patterns versus Suits and Notrump. Includes symbols like X, A, K, Q, J, T, 9.

LENGTH LEADS:

4th Best vs SUITS  vs NT 
3rd/5th Best vs SUITS  vs NT 
A = count, K = attitude Attitude vs NT

Primary signal to partner's leads

Attitude  Count  Suit preference

DEFENSIVE CARDING

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

FIRST DISCARD

Lavinthal  
Odd/Even

OTHER CARDING

Smith Echo  
Trump Suit Pref.  
Foster Echo

SPECIAL CARDING PLEASE ASK