SPECIAL DOUBLES

After Overcall: Penalty☐ _____
Negative■ thru 4H
Responsive■ : thru 4H Maximal☐
Support: Dbl.■ thru 2H Redbl■
Card-showing■ Min. Offshape T/O☐
Snapdragon

SIMPLE OVERCALL

1 level 8 to 17 HCP (usually)
often 4 cards☐ very light style☐

Responses

New Suit: Forcing☐ NFConst■ NF☐
Jump Raise: Forcing☐ Inv.☐ Weak■
Q=3cLR; 2NT=4cLR; 3Q=MR

JUMP OVERCALL

Strong☐ Intermediate☐ Weak■
Klinger JO = next 2 suits

OPENING PREEMPTS

	Sound	Light	Very Light
3/4-bids	■	■	☐

Conv./Resp. _____

DIRECT CUEBID

OVER:	Minor	Major
Natural	☐	☐
Strong T/O	☐	☐
Michaels	☐	☐

Klinger - next 2 suits

NOTRUMP OVERCALLS

Direct: 15 to 18 Systems on■
Conv.☐ Sandwich NT (PH only)
Balancing: m:11-14 to M:12-16
Jump to 2NT: Minors☐ 2 Lowest☐
Conv.■ 1 above, 1 below

DEFENSE VS NOTRUMP

vs:	Multi Landy	Weak (incl 13)
2♣	Both Majors	
2♦	1 Major	
2♥	H + minor	
2♠	S + minor	
Dbl:	4xM, 5m+	Pen (sys on)

Other 2NT=minors
3M = 8-9 tricks; PH X = 4M/5+m

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 Tfr over 1M(X); Fit Jumps

VS Opening Preempts Double Is

Takeout■ thru 4H Penalty☐
Conv. Takeout: _____
Lebensohl 2NT Response■
Other: oM=weak

SLAM CONVENTIONS

Gerber■: 4NT: Blackwood☐ RKC■ 1430☐
Opt KC minor: next asks KC, o/w 0314 Min/Max 4NT = KC for Hearts
Q ask-lowest King; Exclusion (0,1,1+,2,2+); Non-serious 3NT
vs Interference: DOPI☐ DEPO☐ Level: _____ ROPI☐

LEADS (circle card led, if not in bold)

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

LENGTH LEADS:

	vs SUITS	vs NT
4th Best	☐	■
3rd/5th Best	■	☐

NT: A- drop H, or Count; K-ask Attitude
Ace: Qxx (attitude for ruff)
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 No	☐	☐
Trump Suit Pref.	■	
Foster Echo	☐	☐

SPECIAL CARDING ☐ PLEASE ASK

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NAMES Shelley Burns & Gus Axen

GENERAL APPROACH

Nebulous 2C

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
_____ to _____
5-card Major common■
System on over 2C, X
2♣ Stayman■ Puppet☐
2♦ Transfer to ♥■
Forcing Stayman■
2♥ Transfer to ♠■
2♠ Range ask or ♣
2NT D - s/a 3D

3♣ 5 card Stayman
3♦ 5/5 minors GF
3♥ 31(45) GF
3♠ 13(45) GF
5xS Inv,unbal-Stayman
4♦, 4♥ Transfer■
Smolen■ Crawling
Lebensohl■ (Fast denies)
Neg. Double■:2/3 level
Other: X Stymn -P no stop

2NT 20 to 21
Puppet Stayman☐
Transfer Responses:
Jacoby■ Texas■
3♠ ->3NT; 4m-Opt KC
3NT directly - to play

3NT Gamb to 4D s/v
_____

Conventional NT Openings
Mod Baze 4D=KC
5xH+other Inv, Tfr H,2S

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: 3x=Inv; 1H-2S 3xH,5xS Inv
1NT: Forcing■ Semi-forcing☐
2NT: Forcing☐ Inv.☐ _____ to _____
3NT: 5card to Good
Drury■: Reverse■ 2-Way☐ Fit☐
Other: 2C=4c MR/LR; 2D=3cLR (not X)
Constr raise; 1M-4NT ask Ace

MINOR OPENING

Expected Min. Length	4	3	NF 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; 2S=raise
Frequently bypass 4+♦■
1NT/1♣ 6 to 10
2NT Forcing☐ Inv.■ 11 to 12
3NT: 13 to 15
Other 2H=5-4/5 <Invite; 2NT asks

	DESCRIBE	RESPONSES/REBIDS
2♣	22 to + HCP Strong■ Other ☐	Kokish-2H,2S (3C=M) x=T/O (values)
	2♦ Resp: Neg☐ Waiting■	2C-2D-3M=4xM,6xD Int: Bid=weak suit
2♦	6 to 11 HCP Natural: Weak☐ Intermediate☐ Strong☐ Conv.■	5 KC;Tfr McCabe. Ogust;V:Feat,3C-s/v 2NT Force■ New Suit NF☐
2♥	5 to 10 HCP Natural: Weak■ Intermediate☐ Strong☐ Conv.☐	5 KC;Tfr McCabe. Ogust;V:Feat,3C-s/v 2NT Force■ New Suit NF☐
2♠	5 to 10 HCP Natural: Weak■ Intermediate☐ Strong☐ Conv.☐	5 KC;Tfr McCabe. Ogust;V:Feat,3C-s/v 2NT Force■ New Suit NF☐

OTHER CONV. CALLS: New Minor Forcing:☐ 2-Way NMF☐ XYX-oM
Weak Jump Shifts: In Comp.☐ Not in Comp. ☐ Transfers over 2NT
4th Suit Forcing: 1 Rd.☐ Game■ Kokish Game Tries; ELC
Spiral (Next up ask); UvU (Low = LOW); Mathe; Leaping(non) M
1m (1NT) Sys ON; 1M (1NT) 2m=m+oM; 2NT=minors
1NT (X) XX=long minor; Pass->XX; Bid=scramble