



### 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

**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       |
|----------------------|----------------------|
| <b>X X</b> (X) X X X | <b>X X</b> (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:

4th Best vs SUITS ☐ vs NT ☐  
3rd/5th Best vs SUITS ☐ vs NT ☐  
NT: A- drop H, or Count; K ask Attitude  
Ace: Qxx (attitude for ruff)

**Primary signal to partner's leads**  
Attitude ☐ Count ☐ Suit preference ☐

### 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

### 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 ☐ ☐

**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 ☐ Splitter ☐  
Other: 3x=Invite no A/K; 1H-2S 3xH, 5xS Invite raise ☐ Other: GF; 2S=raise  
1NT: Forcing ☐ Semi-forcing ☐  
2NT: Forcing ☐ Inv. ☐ \_\_\_\_\_ to \_\_\_\_\_  
3NT: 5 card to Good  
Drury ☐: Reverse ☐ 2-Way ☐ Fit ☐  
Other: 2C=4c MR/LR; 2D=3cLR (no X)  
Constr raise; 1M-4NT ask Ace

### 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 ☐  
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

| DESCRIBE                                                                                                                                                                                                          | RESPONSES/REBIDS                                                                                                   |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------|
| 2 <input type="checkbox"/> <u>22</u> to + HCP<br>Strong <input type="checkbox"/> Other <input type="checkbox"/><br>2 <input type="checkbox"/> Resp: Neg <input type="checkbox"/> Waiting <input type="checkbox"/> | Kokish Relay over 2H<br>Takeout (values)<br>2C-2D-3M=4xM, 6xM<br>2D Bid=long weak suit                             |
| 2 <input type="checkbox"/> <u>6</u> to <u>11</u> HCP<br>Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>               | 5 KC; Tfr McCabe. Ogust; V:Feat, 3C-s/v<br>2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/> |
| 2 <input type="checkbox"/> <u>5</u> to <u>10</u> HCP<br>Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>               | 5 KC; Tfr McCabe. Ogust; V:Feat, 3C-s/v<br>2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/> |
| 2 <input type="checkbox"/> <u>5</u> to <u>10</u> HCP<br>Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>               | 5 KC; Tfr McCabe. Ogust; V:Feat, 3C-s/v<br>2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/> |

**OTHER CONV. CALLS:** New Minor Forcing: ☐ 2-Way NMF ☐ YXX-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

### SPECIAL CARDING ☐ PLEASE ASK