NAMES: Shelley Burns , Kelvin Raywood

SPECIAL DOUBLES

After Overcall: Penalty ☐
- Negative ☑ thru 4♠
- Responsive ☑ thru 4♠   Maximal ☑
- Support: Dbl. ☑ thru 2♡   Redbl ☑
- Card-showing ☐   Snapdragon
- Min. off-shape T-O ☑ vs short minor

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 ☑
- 2NT / 1M = 4-card LR
- Jump-cue = mixed-raise

JUMP OVERCALL

Strong ☐   Intermediate ☐   Weak ☑
- Lowest JO = next two suits

OPENING PREEMPTS

	Sound	Light	Very Light
3/4-bids	☑-V	☑-NV	☐

Conv. resp.: 4♣ (4◇ / ♣) = KC ask

DIRECT CUEBID

	OVER:	Minor	Major
Natural		☐	☐
Michaels		☐	☐
Other:	Next two suits		

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
Ⓐ(K) x	T(9) x	Ⓐ K J x	A Q Ⓙ x
K(Q) x	K J(T) x	A J(T) x	A T(9) x
Q(J) x	K T(9) x	K(Q) J x	Ⓚ 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

Rusinow in known long-suits (4+)   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: 15 to 18   Systems on ☑ m
    Cue = Stayman / 1M
Balancing: 11-14 / m, 12-16 / M
    sys. on,   range-Stayman / M
Jump to 2NT: Suits below & above

DEFENCE to NOTRUMP

vs:	**strong** (14+)	**weak**
Dbl	♡ + other	penalty
2♣	♠ + other	♡ + other
2◇	◇	♠ + other
2♡	♡	♡
2♠	♠	♠
2NT	♣ + ◇	♣ + ◇
Other		

OVER OPP'S T-O DOUBLE

New-Suit Forcing: 1 level ☑ 2 level ☐
Jump Shift: Forcing ☐ Inv. ☐ Weak ☑*
- m→om=LR+, 1♡→2♠=LR, 1♠→3♡=MR
- Redouble implies no fit ☑

2NT Over	Limit+	Limit	Weak
Majors	☐	☑*	☐
Minors	☐	☑	☐

Other: 3NT = fit, * 1♡→2NT = Mixed-R

DEFENCE to PREEMPTS

Double: Takeout ☑ thru 4♠   Penalty ☐
Lebensohl 2NT Response ☑ not vs 2◇
Conv. Takeout: 4NT = 2-suiter
Other: Wk & Leap Mic. / wk2, NLM / 3

DEFENSIVE CARDING

	vs SUITS	vs NT
Standard: count	☑	☑
Except ☐		
Upside-down:		
count	☐	☐
attitude	☑	☑
FIRST DISCARD		
Lavinthal	☐	☐
Odd/Even	☐	☐
	☐	☐
OTHER CARDING		
Smith Echo	☐	☑ *
Trump Suit Pref.	☑	
Foster Echo	☐	☐

SPECIAL CARDING ☐

* rev. by leader

GENERAL APPROACH

2/1 GF : nebulous-2♣ response & Schuler-Shift rebid

Two Over One: Game Forcing ☑   Game Forcing Except When Suit Rebid ☐
VERY LIGHT: Openings ☐ 3rd Hand ☐ Overcalls ☑ Preempts ☐ T-O dbles
FORCING OPENING: 1♣ ☐   2♣ ☑   Natural 2-bids ☐   Other ☐

NOTRUMP OPENING BIDS

1NT 15 to 17
- 5-card Major common ☑
- System on over X, 2♣
- 2♣ Stayman ☑ Puppet ☐
- 2◇ Transfer to ♡ ☑
    Forcing Stayman ☐
- 2♡ Transfer to ♠ ☑
- 2♠ → ♣
- 2NT natural inv.

- 3♣ → ◇ (wk | strong)
- 3◇ 5-5 minors GF
- 3♡ } stiff, 3 x oM
- 3♠ }
- 4◇ , 4♡ Transfer ☑
- Smolen ☑ Baze
- Neg. Double ☑ thru 3♠
- Lebensohl (denies) ☐
    Rubensohl
    2nd-round transfers

2NT 20 to 22⁻
Puppet Stayman ☐
    Smolen
Transfer Responses:
    Jacoby ☑   Texas ☑
3♠ minors
4♣ → ◇

3NT : 3rd, 4th = to play

Conventional NT Openings
3NT: 1st, 2nd
    = solid minor

MAJOR OPENING

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

RESPONSES
Double Raise: Force ☐ Inv. ☑ Weak ☐
After Overcall: Force ☐ Inv. ☐ Weak ☑*
- * 1♡-(1♠): 2NT = mixed-R, 3♡ = inv.
Conv. Raise: 2NT ☑ 3NT ☐ Splinter ☑
1NT: Forcing ☑ 1♠   Semi-forcing ☑ 1♡
2NT: Forcing ☐ Inv.☑ minors by PH
3NT: 16 to 17   3·3·(3·4)
Drury: Reverse ☑ 2-Way ☐ 3-way
Other: next-step GT, 1♡-2♣ = GF-R
    JS to 3-level by UnPH = nat. 6-8

MINOR OPENING

Expected 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: JS in other minor ☐
- Single raise ☑ GF   Other: 2♠ = 8-11
- Frequently bypass 4+ ◇ ☑
1NT/1♣: 6 to 10
2NT: Forcing ☑ Inv. ☐ 13 to 15 (18+)
3NT: 16 to 17
Other: 2♡ by unPH = 11-12 bal.
    JS to other minor by unPH = nat. inv.

DESCRIBE / RESPONSES & REBIDS

DESCRIBE	**RESPONSES & REBIDS**
2♣ Strong ☑ Other ☐ — **2◇ Resp:** Neg. ☐ Waiting ☑	2♠ (3♣) = one-loser red (black) suit — 3◇,3♡,3♠,4♣ = transfer to solid suit — 3M rebid = ◇ + M
2◇ 18 to 19 HCP balanced — Natural ☐ Conv. ☑	2♡ → 2♠, 2♠ → 2NT — Stayman, transfers, ...
2♡ / **2♠** 5 to 10 HCP — Natural ☑ Conv. ☐ — Often 5 cards in 3rd NV	2NT Force ☑ Bogust — New Suit NF ☑ vs overcall — vs X: suit = lead directing

OTHER CONV. CALLS:

New Minor Forcing ☑ PH   2-Way NMF ☑ unPH
Weak Jump-Shifts: In Comp.☑ after our 1m opening   Not in Comp. ☐
4th-Suit Forcing: 1 Round ☑ Game ☐   **Vs strong 1♣:** Mathe
Vs overcall: 2oM = NF , 3oM = GF, JS to minor = fit showing
After we balance: unbid minor = rev. Drury
Vs 2-suit overcall: lo cue = 4th suit, hi cue = LR+