



NAMES Shelley Burns & Dee Steil

GENERAL APPROACH

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 18
to
5-card Major common System on over **NOT ON**
2♣ Stayman Puppet
2♦ **Transfer to ♥** **4♦, 4♥ Transfer**
Forcing Stayman **Smolen**
2♥ **Transfer to ♠** **Lebensohl** (**Fast denies**)
2♠ -> ♣; 3C=fit **Neg. Double** **3H**
2NT 8-9 Inv **Other: Delayed Texas Tfr**

3♣ -> D (weak or strong)
3♦ Inv 2 of top 3
3♥ 3-1-4/5
3♠ 1-3-4/5

2NT 21 to 23
Puppet Stayman
Transfer Responses:
Jacoby **Texas**
3♠ MSS-5/4 or 5/5 m
3NT to play
3NT Gamb to
3rd or 4th to Play

Conventional NT Openings

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: 3c or 4c Mini Splinter (on X)
1NT: Forcing **Semi-forcing**
2NT: Forcing Inv. to
3NT: 5c LR to no s/v
Drury **Reverse** **2-Way** **Fit**
Other: 2C=3c or 4c LR (Off over Int)

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: 2S=6c, 7-11**
Frequently bypass 4+♦
1NT/1♣ 8 to 10
2NT Forcing Inv. 11 to 12
3NT: 13 to 15
Other: 2H=5-4 or 5-5, < Inv

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 (PH only)**
Balancing: m:11-14 to M:12-16
Jump to 2NT: Minors 2Lowest
Conv. **Bal: Sys ON minors only**

DEFENSE VS NOTRUMP

vs: Strong NT **Weak (10-12)**
2♣ ♣ + ♥ **Majors**
2♦ ♦ + ♠
2♥ ♥
2♠ ♠
Dbl: Touching 15-18 (Sys ON)
Other 2NT=18+ **2NT=minors**
3C, 3D=Natural

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
Cue=3cLR; 2N=4cLR; Jump Cue=Mix

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
Strong hand

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 '2C'=good raise of M (2M wk)

VS Opening Preempts Double Is

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

SLAM CONVENTIONS Gerber : 4NT: Blackwood RKC 1430

Minorwood, Exclusion; Gerber min/max

Italian Cuebidding: Queen ask-lowest King

vs Interference: DOPI DEPO Level: D1P0 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:

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

NT: A-drop H or Count; K-Att; Q-drop J

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