

### SPECIAL DOUBLES

After Overcall: **Penalty**  \_\_\_\_\_  
 Negative  thru \_\_\_\_\_  
 Responsive  : thru \_\_\_\_\_ Maximal   
**Support: Dbl.**  thru \_\_\_\_\_ **Redbl**   
 Card-showing  Min. Offshape T/O

### SIMPLE OVERCALL

1 level \_\_\_\_\_ to \_\_\_\_\_ HCP (usually)  
 often 4 cards  very light style

#### Responses

New Suit: Forcing  N/Const  N/F   
 Jump Raise: Forcing  Inv.  Weak

### JUMP OVERCALL

**Strong**  **Intermediate**  **Weak**

### OPENING PREEMPTS

	Sound	Light	Very	Light
3/4-bids	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Conv./Resp.	_____			

### DIRECT CUEBID

OVER: Minor Major

Natural	<input type="checkbox"/>	<input type="checkbox"/>
Strong T/O	<input type="checkbox"/>	<input type="checkbox"/>
Michaels	<input type="checkbox"/>	<input type="checkbox"/>

**SLAM CONVENTIONS** Gerber : 4NT: Blackwood  RKC  1430

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 <b>x</b>	<b>x x</b>	x x x x
x x <b>x</b>	x x x x <b>x</b>	<b>x x x</b>	x x x <b>x x</b>
A K x	<b>T</b> 9 x	A <b>K</b> J x	A <b>Q</b> J x
<b>K</b> Q x	K <b>J</b> T x	A <b>J</b> T 9	A <b>T</b> 9 x
<b>Q</b> J x	K <b>T</b> 9 x	<b>K</b> Q J x	K <b>Q</b> T 9
<b>J</b> T 9	<b>Q</b> T 9 x	<b>Q</b> J T x	Q <b>T</b> 9 x
<b>K</b> Q T 9		<b>J</b> T 9 x	<b>T</b> 9 x x

#### 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:** \_\_\_\_\_ to \_\_\_\_\_ Systems on   
**Conv.**  \_\_\_\_\_  
**Balancing:** \_\_\_\_\_ to \_\_\_\_\_  
 Jump to 2NT: Minors  2 Lowest   
**Conv.**  \_\_\_\_\_

### DEFENSE VS NOTRUMP

**vs:** \_\_\_\_\_  
 2 **♣** \_\_\_\_\_  
 2 **♦** \_\_\_\_\_  
 2 **♥** \_\_\_\_\_  
 2 **♠** \_\_\_\_\_  
**Dbl:** \_\_\_\_\_  
**Other:** \_\_\_\_\_

### 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
<b>Majors</b>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<b>Minors</b>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<b>Other:</b>	_____		

### VS Opening Preempts Double Is

Takeout  thru \_\_\_\_\_ **Penalty**   
**Conv. Takeout:** \_\_\_\_\_  
**Lebensohl 2NT Response**   
**Other:** \_\_\_\_\_

**NAMES** \_\_\_\_\_

### 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** \_\_\_\_\_  
 \_\_\_\_\_ to \_\_\_\_\_  
 \_\_\_\_\_ to \_\_\_\_\_  
 5-card Major common   
 System on over \_\_\_\_\_  
 2 **♣** Stayman  Puppet   
 2 **♦** **Transfer to ♥**  **4♦, 4♥ Transfer**   
**Forcing Stayman**  **Smolen**   
 2 **♥** **Transfer to ♠**  **Lebensohl**  (\_\_\_\_denies)  
 2 **♠** \_\_\_\_\_ **Neg. Double:** \_\_\_\_\_  
 2NT \_\_\_\_\_ **Other:** \_\_\_\_\_

**2NT** \_\_\_\_\_ to \_\_\_\_\_

Puppet Stayman

**Transfer Responses:**

**Jacoby**  **Texas**

3 **♠** \_\_\_\_\_

**3NT** \_\_\_\_\_ to \_\_\_\_\_

### Conventional NT Openings

### MAJOR OPENING

Expected Min. Length	4	5
1st/2nd	<input type="checkbox"/>	<input type="checkbox"/>
3rd/4th	<input type="checkbox"/>	<input type="checkbox"/>

#### RESPONSES

Double Raise: Force  Inv.  **Weak**   
 After Overcall: Force  Inv.  Weak   
 Conv. Raise: 2NT  3NT  **Splinter**   
**Other:** \_\_\_\_\_

**1NT:** **Forcing**  **Semi-forcing**

2NT: Forcing  Inv.  \_\_\_\_\_ to \_\_\_\_\_

3NT: \_\_\_\_\_ to \_\_\_\_\_

**Drury** : **Reverse**  **2-Way**  **Fit**

**Other:** \_\_\_\_\_

### MINOR OPENING

Expected Min. Length	4	3	<sup>NF</sup> 0-2	Conv.
1 <b>♣</b>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
1 <b>♦</b>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

#### RESPONSES

Double Raise: Force  Inv.  **Weak**   
 After Overcall: Force  Inv.  Weak   
 Forcing Raise: **J/S in other minor**   
**Single raise**  **Other:** \_\_\_\_\_

Frequently bypass 4+ **♦**

1NT/1 **♣** \_\_\_\_\_ to \_\_\_\_\_

2NT Forcing  Inv.  \_\_\_\_\_ to \_\_\_\_\_

3NT: \_\_\_\_\_ to \_\_\_\_\_

**Other:** \_\_\_\_\_

### DESCRIBE

### RESPONSES/REBIDS

2 **♣** \_\_\_\_\_ to \_\_\_\_\_ HCP

**Strong**  **Other**

2 **♦** Resp: **Neg**  **Waiting**

2 **♦** \_\_\_\_\_ to \_\_\_\_\_ HCP

Natural: **Weak**  **Intermediate**  **Strong**  **Conv.**

2NT Force  **New Suit NF**

2 **♥** \_\_\_\_\_ to \_\_\_\_\_ HCP

Natural: **Weak**  **Intermediate**  **Strong**  **Conv.**

2NT Force  **New Suit NF**

2 **♠** \_\_\_\_\_ to \_\_\_\_\_ HCP

Natural: **Weak**  **Intermediate**  **Strong**  **Conv.**

2NT Force  **New Suit NF**

**OTHER CONV. CALLS:** **New Minor Forcing:**  **2-Way NMF**  \_\_\_\_\_

**Weak Jump Shifts:** **In Comp.**  **Not in Comp.**  \_\_\_\_\_

**4th Suit Forcing:** 1 **Rd.**  **Game**  \_\_\_\_\_

**SPECIAL CARDING**  **PLEASE ASK**