

### 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  NConst  NF   
 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  2Lowest   
**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"/>
Other	_____		

### 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 **♥**  **Forcing Stayman**   
 2 **♥** Transfer to **♠**   
 2 **♠** \_\_\_\_\_  
 2NT \_\_\_\_\_

3 **♣** \_\_\_\_\_  
 3 **♦** \_\_\_\_\_  
 3 **♥** \_\_\_\_\_  
 3 **♠** \_\_\_\_\_

4 **♦**, 4 **♥** Transfer   
**Smolen**   
**Lebensohl**  (\_\_\_\_denies)  
 Neg. Double : \_\_\_\_\_  
 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	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: \_\_\_\_\_

### DEFENSIVE CARDING

	vs SUITS	vs NT
Standard:	<input type="checkbox"/>	<input type="checkbox"/>
Except <input type="checkbox"/>		

Upside-Down:  
 count    
 attitude

#### FIRST DISCARD

Lavinthal    
 Odd/Even    
 \_\_\_\_\_

#### OTHER CARDING

Smith Echo    
 Trump Suit Pref.    
 Foster Echo

### 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**