SPECIAL DOUBLES

After Overcall: Penalty ☐ _____
Negative ☑ thru 4D
Responsive ☑ thru 4D Maximal ☑
Support: Dbl. ☑ thru 2H Redbl. ☑
Card-showing ☐ Min. Offshape T/O ☐

SIMPLE OVERCALL

1 level 11 to T HCP (usually)
often 4 cards ☐ very light style ☐

Responses

New Suit: Forcing ☑ NFConst ☐ NF ☐
Jump Raise: Forcing ☐ Inv. ☐ Weak ☑

JUMP OVERCALL

Strong ☐ Intermediate ☐ Weak ☑

OPENING PREEMPTS

	Sound	Light	Very Light
3/4-bids	☑	☑	☐
Conv./Resp.	vul	NV	

DIRECT CUEBID

OVER:	Minor	Major
Natural	☐	☐
Strong T/O	☐	☐
Michaels	☐	☑

NOTRUMP OVERCALLS

Direct: 15 to 18 Systems on ☐
Conv. ☐ _____
Balancing: 11 to 15 so
Jump to 2NT: Minors ☑ 2 Lowest ☑
Conv. ☐ _____

DEFENSE VS NOTRUMP

vs:	Strong	Weak
2♣	C+H	1 suit-? 2D
2♦	D+H	H+S
2♥	H+S	H+M
2♠	S+M	S+M
Dbl:	1 suit → 2C	15+
Other	2NT minors	

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			

VS Opening Preempts Double Is

Takeout ☑ thru 4H Penalty ☐
Conv. Takeout: _____
Lebensohl 2NT Response ☐
Other: _____

SLAM CONVENTIONS Gerber ☐: 4NT: Blackwood ☐ RKC ☑ 1430 ☐
minorwood + autowood 0314

vs Interference: DOPI ☑ DEPO ☐ Level: _____ 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

mud leads — coded 9's + 10's

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 ☐

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**

NAMES Jon Shute & Anne Posch

GENERAL APPROACH

→ majors
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

15 NT to 17
_____ to _____
5-card Major common ☐
System on over X, 2C, 3♠
2♣ Stayman ☑ Puppet ☐
2♦ Transfer to ♥ ☑
Forcing Stayman ☐
2♥ Transfer to ♠ ☑
2♠ MSS ♣ bust or invit along
2NT → 3C 4♣ or C bust

3♣ 2/3 6 card suit
3♦
3♥
3♠
4♦, 4♥ Transfer ☑
Smolen ☑
Lebensohl ☑ (F denies)
Neg. Double ☑: TO at 2 level
Other: _____

2NT 20 to 21
Puppet Stayman ☑
Transfer Responses:
Jacoby ☑ Texas ☑
3♠ MSS
↳ shuts down

3NT _____ to _____
gambling

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: Bergen
1NT: Forcing ☐ Semi-forcing ☐ 5-15
2NT: Forcing ☐ Inv. ☐ _____ to _____
3NT: 16 to 18 flat hand
Drury ☑ Reverse ☑ 2-Way ☐ Fit ☑
Other: _____

MINOR OPENING

Expected Min. Length	4	3	NF 0–2	Conv.
1♣	☐	☑	☐	☐
1♦	☑	☐	☐	☐

→ 4432

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♣ 8 to 10
2NT Forcing ☐ Inv. ☐ 11 to 12
3NT: 13 to 15
Other _____

	DESCRIBE	RESPONSES/REBIDS
2♣ 22 to 7 HCP; Strong ☑ Other ☐; 2♦ Resp: Neg ☐ Waiting ☐		2H neg. 2D = G F; 2NT = 4
2♦ 5 to 10 HCP; Natural: Weak ☐ Intermediate ☐ Strong ☐ Conv. ☐		2NT Force ☐ New Suit NF ☐
2♥ 6 to 10 HCP; Natural: Weak ☐ Intermediate ☐ Strong ☐ Conv. ☐		2NT Force ☐ New Suit NF ☐
2♠ 5 to 10 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 Round ☐ Game ☑ _____

top + bottom g/ 1C + 1D