

### 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  NFConst  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>
<b>A K</b> x	<b>T</b> 9 x	<b>A K J</b> x	<b>A Q J</b> x
<b>K Q</b> x	<b>K J T</b> x	<b>A J T</b> 9	<b>A T</b> 9 x
<b>Q J</b> x	<b>K T</b> 9 x	<b>K Q J</b> x	<b>K Q T</b> 9
<b>J T</b> 9	<b>Q T</b> 9 x	<b>Q J T</b> x	<b>Q T</b> 9 x
<b>K Q T</b> 9		<b>J T</b> 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  
 Majors     
 Minors     
 Other: \_\_\_\_\_

### VS Opening Preempts Double Is

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

### 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

### 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 \_\_\_\_\_ 3 **♣** \_\_\_\_\_  
 \_\_\_\_\_ to \_\_\_\_\_ 3 **♦** \_\_\_\_\_  
 5-card Major common  3 **♥** \_\_\_\_\_  
 System on over \_\_\_\_\_ 3 **♠** \_\_\_\_\_  
 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	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**