SPECIAL DOUBLES

After Overcall: Penalty ☐ _____
Negative ☐ thru 3s
Responsive: ☑ thru 3s   Maximal ☑
Support: Dbl ☑ thru 2h   Rdbl ☑
Card-showing ☐ Min. Offshape T/O ☐

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 ☐

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		☑	☑

SLAM CONVENTIONS

Gerber ☐   4NT: Blackwood ☐ RKC ☐ 1430 ☐
gerber/nt,specfic kings,w/void:5nt=even#kC,6=odd#kC.Exclusion1430
after Q ask, 5nt shows Q +2 kings.Over int. DIPS/RIPS,5level DEP
vs. Interference: DOPI ☑ DEPO ☑ Level:depo 5 level   ROPI ☑

LEADS (click 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	**10** 9 x	**A** K J x	A **Q** J x
K Q x	K **J** 10 x	A **J** 10 9	A **10** 9 8
Q J x	K **10** 9 x	**K** Q J x	K **Q** 10 9
J 10 x	Q **10** 9 x	**Q** J 10 x	Q **10** 9 8
K Q 10 9		**J** 10 9 x	**10** 9 8 x

Length Leads:
4th Best   vs Suits ☐   vs NT ☑
3rd/5th Best   vs Suits ☑   vs NT ☐
A=att., K= count

Primary signal to partner's leads
Attitude ☑ Count ☐ Suit Preference ☐

SPECIAL CARDING ☐ PLEASE ASK

NOTRUMP OVERCALLS

Direct: 15+ to 18   Systems on ☑
Conv. _____
Balance: 11 to 14
Jump to 2NT: Minors ☐ 2 Lowest ☑
Conv. _____

DEFENSE VS NOTRUMP

vs: all _____
2♣	♣ + M	_____
2♦	♦ + M	_____
2♥	H	_____
2♠	S	_____
Dbl	♣,♦. or Majors	

Other: 2nt=minors

OVER OPP'S T/O DOUBLE

New Suit Forcing: 1-level ☑ 2-level ☐
Redouble implies no fit ☑

	Limit +	Limit	Weak
2NT Over			
Majors	☑	☑	☐
Minors	☑	☑	☐

Other: dormer

VS OPENING PREEMPT DOUBLE IS

Takeout ☑ thru 4 h   Penalty ☐
Conv. Takeout: _____
Lebensohl 2NT Response ☑
Other: Leaping Michaels

DEFENSIVE CARDING

	vs Suits	vs NT
Standard:		☐
Except ☑ 2nd and lowest		
Upside-Down Count	☑	☑
Upside-Down Attitude	☑	☑

FIRST DISCARD
Lavinthal	☐	☐
Odd/Even	☐	☐
	☐	☐

OTHER CARDING
Smith Echo	☐	☑
Trump Suit Pref.	☐	
Foster Echo	☐	☐

NAMES Chuck - Larry

GENERAL APPROACH

2/1
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	3♣ puppet stayman	2NT 20 to 21
15 to 17	3♦ 5-5 minors G.F	Puppet Stayman ☑
___ to ___	3♥ 3-1-4/5 or 5/4	**Transfer Responses:**
5-Card Major Common	3♠ 1-3-4/5 or 5/4	Jacoby ☑ Texas ☑
System On Over Conv X,2c	Meckwell Escape	3♠> 3nt,>4c/4d=KCB.
2♣ Stayman ☑ Puppet ☐		3s>3nt then 4M=s.suit
2♦ Transfer to ♥ ☑	4♦, 4♥ Transfer ☑	3NT ___ to ___
Forcing Stayman ☐	Smolen ☑	4c,5c pass or correct
2♥ Transfer to ♠ ☑	Lebensohl ☑ (F denies)	**Conventional NT Openings**
2♠ R? or C. 2nt=min	Negative Double ☑	gambling 3nt
2NT♦ or minors	Rdbl P.	no outside A/K

MAJOR OPENING

	4	5
Expected Min. Length		
1st/2nd	☐	☑
3rd/4th	☐	☑

RESPONSES
Double Raise: Force ☐ Inv. ☐ Weak ☑
After Overcall: Force ☐ Inv. ☐ Weak ☑
Conv. Raise: 2NT ☑ 3NT ☐ Splinter ☑
Other: Rev Bergen / 1M--2x-2M =6
1NT: Forcing ☑ Semi-forcing ☐
2NT: Forcing ☑ Inv. ☐ ___ to ___
3NT:13 to 15
Drury ☑ : Reverse ☑ 2-Way ☐ Fit ☐
Other: 3 way

MINOR OPENING

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

RESPONSES
Double Raise: Force ☐ Inv. ☐ Weak ☑
After Overcall: Force ☐ Inv. ☐ Weak ☑
Forcing Raise: J/S in other minor ☐
Single raise ☐ Other: J/S= limit raise
Frequently bypass 4+♦ ☑
1NT/1♠:6 to 10
2NT: Forcing ☐ Inv. ☑ 11 to 12
3NT: 13 to 15
Other: rev flan 2h 6-8, 2s const r

DESCRIBE

	RESPONSES/REBIDS
2♣ ___ to ___ HCP controls:2d=01,2h=2,2s=3,	DOPi,Ropi over interf
Strong ☑ Other ☐ 2nt=4,3c=5,3d=6	interference at 2nt+
2♦ Response: Neg ☐ Waiting ☐	or higher 1st step 0-2
2♦ 5 to 10 HCP could be 5 cards in 3rd	Ogust (mod in 3rd)
Natural: Weak ☑ Intermediate ☐ Strong ☐ Conv ☐	2NT Force ☑ New Suit NF ☐
2♥ 5 to 10 HCP could be 5 cards in 3rd	Ogust (mod in 3rd)
Natural: Weak ☑ Intermediate ☐ Strong ☐ Conv ☐	2NT Force ☑ New Suit NF ☐
2♠ 5 to 10 HCP could be 5 cards in 3rd	Ogust (mod in 3rd)
Natural: Weak ☑ Intermediate ☐ Strong ☐ Conv ☐	2NT Force ☑ New Suit NF ☐

OTHER CONV CALLS:

New Minor Forcing ☐ 2-Way NMF ☑ Jumps=slam try
Weak jump shifts: In Comp. ☑ Not In Comp. ☐ 1♥-2♠ = Soloway Jump Shift
4th Suit Forcing: 1 Round ☐ To Game ☑ wolfe,Ingbernew, un vs un
sandwich cue = natural. 1m-1H-2H-2S=asks min3,min4,max/3,max4
non serious 3nt, Suction. non descriptive Game tries. WALSH,