

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
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

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	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Minors	<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 ♥** **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	^{NF} 0-2	Conv.
1 ♣	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
1 ♦	<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	<input type="checkbox"/>	<input type="checkbox"/>
Odd/Even	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>

OTHER CARDING

Smith Echo	<input type="checkbox"/>	<input type="checkbox"/>
Trump Suit Pref.	<input type="checkbox"/>	<input type="checkbox"/>
Foster Echo	<input type="checkbox"/>	<input type="checkbox"/>

DESCRIBE

RESPONSES/REBIDS

2 ♣ _____ to _____ HCP	
Strong <input type="checkbox"/> Other <input type="checkbox"/>	
2 ♦ Resp: Neg <input type="checkbox"/> Waiting <input type="checkbox"/>	

2 ♦ _____ to _____ HCP	
Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>

2 ♥ _____ to _____ HCP	
Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>

2 ♠ _____ to _____ HCP	
Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>

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**