SPECIAL DOUBLES

After Overcall: Penalty ☐ _____
Negative ■ thru _____ 4♥ _____
Responsive ■ : thru __3♥__ Maximal ■
Support: Dbl. ■ thru __2♠__ Redbl ■
Card-showing ■ Min. Offshape T/O ☐
Snapdragon _____

SIMPLE OVERCALL

1 level __8__ to __17__ 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 ■
Exclusion

_____
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
A ⓚ x	**T** ⓽ x	A **K** J x	A **Q** J x
K ⓠ x	K **J** ⓣ x	A **J** ⓣ 9	A **T** ⓽ x
Q ⓙ x	K **T** ⓽ x	**K** Q J x	K **Q** T 9
J ⓣ 9	Q **T** ⓽ x	**Q** J T x	Q **T** ⓽ x
K ⓠ 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 ☐	

std count and suit pref in trump suit.

Primary signal to partner's leads
Attitude ■ Count ☐ Suit preference ☐

SPECIAL CARDING ■ PLEASE ASK

NOTRUMP OVERCALLS

Direct: _____ to _____ Systems on ☐
Conv. ■ 4M/5+m
Balancing: __11__ to __15__
Jump to 2NT: Minors ☐ 2 Lowest ■
Conv. ☐ _____

DEFENSE VS NOTRUMP

vs:	Strong	Weak
2♣	♣ and major	Single Suit
2♦	♦ and major	♥ and ♠
2♥	♥	♥ and minor
2♠	♠	♠ and minor
Dbl:	1m or 2M	Penalty
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 __4♠__ Penalty ☐
Conv. Takeout: _____
Lebensohl 2NT Response ■
Other: _____

DEFENSIVE CARDING

	vs SUITS	vs NT
Standard:		
Except ☐		

U-D suit preference

Upside-Down:		
count	■	■
attitude	■	■

FIRST DISCARD
	vs SUITS	vs NT
Lavinthal	☐	☐
Odd/Even	☐	☐

OTHER CARDING
	vs SUITS	vs NT
Smith Echo	☐	■
Trump Suit Pref.	■	☐
Foster Echo	☐	☐

NAMES __Shona and Mark Donovan__

GENERAL APPROACH

Standard 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 __15__ to __17__
_____ to _____
5-card Major common ■
System on over __x__
2♣ Stayman ■ Puppet ☐
2♦ Transfer to ♥ ■
 Forcing Stayman ☐
2♥ Transfer to ♠ ■
2♠ transfer to ♣ ■
2NT transfer to ♦ ■

3♣ Puppet _____
3♦ 5♥/3♠
3♥ 5♠/3♥
3♠ minors

4♣, 4♥ Transfer ■
Smolen ■
Lebensohl ■ (fast _denies)
Neg. Double ☐ : _____
Other: _____

2NT __20__ to __21__
 Puppet Stayman ■
Transfer Responses:
 Jacoby ■ Texas ■
3♠ __minors__

3NT _____ to _____
Gambling

Conventional NT Openings

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: Reverse Bergen _____
1NT: Forcing ■ Semi-forcing ☐
2NT: Forcing ■ Inv. ☐ _____ to _____
3NT: __3 trump__ to _____
Drury ■ : Reverse ■ 2-Way ☐ Fit ☐
Other: __Mixed Raises__

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: Game Force
Frequently bypass 4+ ♦ ■
1NT/1♣ __6__ to __10__
2NT Forcing ☐ Inv. ■ __11__ to __12__
3NT: __13__ to __16__
Other _____

DESCRIBE / RESPONSES/REBIDS

2♣ __22__ to __+__ HCP
 Strong ■ Other ☐
 2♦ Resp: Neg ☐ Waiting ■
> 2♥ = bust
> Kokish

2♦ __5__ 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 ☐

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 Rd. ☐ Game ■
Sandwich