

### 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	
<b>x x</b>	x x <b>x</b> <b>x</b>	<b>x x</b>	<b>x</b> x x x
x x <b>x</b>	x x x <b>x</b> <b>x</b>	<b>x</b> x x	<b>x</b> x x <b>x</b> x
<b>A</b> <b>K</b> x	<b>T</b> 9 x	<b>A</b> <b>K</b> J x	<b>A</b> <b>Q</b> J x
<b>K</b> <b>Q</b> x	K <b>J</b> T x	<b>A</b> <b>J</b> T 9	<b>A</b> <b>T</b> 9 x
<b>Q</b> J x	K <b>T</b> 9 x	<b>K</b> <b>Q</b> J x	<b>K</b> <b>Q</b> T 9
<b>J</b> T 9	<b>Q</b> T 9 x	<b>Q</b> J T x	<b>Q</b> T 9 x
<b>K</b> <b>Q</b> T 9		<b>J</b> T 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

## SPECIAL CARDING PLEASE ASK

### 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: \_\_\_\_\_

### 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	<sup>NF</sup> 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 <b>♣</b> _____ to _____ HCP <b>Strong</b> <input type="checkbox"/> <b>Other</b> <input type="checkbox"/> 2 <b>♦</b> Resp: <b>Neg</b> <input type="checkbox"/> <b>Waiting</b> <input type="checkbox"/>	
2 <b>♦</b> _____ to _____ HCP Natural: <b>Weak</b> <input type="checkbox"/> <b>Intermediate</b> <input type="checkbox"/> <b>Strong</b> <input type="checkbox"/> <b>Conv.</b> <input type="checkbox"/>	2NT Force <input type="checkbox"/> <b>New Suit NF</b> <input type="checkbox"/>
2 <b>♥</b> _____ to _____ HCP Natural: <b>Weak</b> <input type="checkbox"/> <b>Intermediate</b> <input type="checkbox"/> <b>Strong</b> <input type="checkbox"/> <b>Conv.</b> <input type="checkbox"/>	2NT Force <input type="checkbox"/> <b>New Suit NF</b> <input type="checkbox"/>
2 <b>♠</b> _____ to _____ HCP Natural: <b>Weak</b> <input type="checkbox"/> <b>Intermediate</b> <input type="checkbox"/> <b>Strong</b> <input type="checkbox"/> <b>Conv.</b> <input type="checkbox"/>	2NT Force <input type="checkbox"/> <b>New Suit NF</b> <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**  \_\_\_\_\_