

are showing ☐ Min: Chimps T/O ☐

SIMPLE OVERCALL

1 level 8 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 Artif. Bids

Natural ☐ ☐ ☐
Strong T/O ☐ ☐ ☐
Michaels ☒ ☒ ☐

SLAM CONVENTIONS Gerber ☐ 4NT: Blackwood ☐ RKC ☐ 1430 ☒
DIPS and RIPS _____

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 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 x	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 ☐

DEFENSE VS NOTRUMP

vs: Strong Weak

2 **♣** One Suit One Suit
2 **♦** Majors Majors
2 **♥** H + Minor H + Minor
2 **♠** S + Minor S + Minor
Dbl: Penalty Penalty
Other 2NT = Minors

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 4H 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

NOTRUMP OPENING BIDS

15 **1NT** to 17
to _____

5-card Major common ☒
System on over

2 **♣** Stayman ☒ Puppet ☐
2 **♦** Transfer to **♥** ☒ 4**♦**, 4**♥** Transfer ☒
Forcing Stayman ☐ Smolen ☒
2 **♥** Transfer to **♠** ☒ Lebensohl ☒ (F denies)
2 **♠** Trsfr to C Neg. Double ☒
2NT Trsfr to D Other: _____

3 **♣** 6C + 4 card major
3 **♦** 6D + 4 card major
3 **♥** Fragment
3 **♠** Fragment

2NT 20 to 21
Puppet Stayman ☐
Transfer Responses:
Jacoby ☒ Texas ☒
3 **♠** MSS _____

3NT _____ to _____
Solid Minor _____

Conventional NT Openings

MAJOR OPENING

Expected Min. Length 4 5

1st/2nd ☐ ☒
3rd/4th ☐ ☒

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: 15 to 17
Drury ☐: Reverse ☒ 2-Way ☐ Fit ☐
Other: Kokish

MINOR OPENING

Expected Min. Length 4 3 **NF** 0-2 **Conv.**

1 **♣** ☐ ☒ ☐ ☐
1 **♦** ☐ ☒ ☐ ☐

RESPONSES

Double Raise: Force ☐ Inv. ☐ Weak ☒
After Overcall: Force ☐ Inv. ☐ Weak ☒
Forcing Raise: J/S in other minor ☐
Single raise ☒ Other: 10+
Frequently bypass 4 + **♦** ☐
1NT/1**♣** 6 to 9
2NT Forcing ☐ Inv. ☒ 10 to 12
3NT: 13 to 15
Other: WJS

	DESCRIBE	RESPONSES/REBIDS
2 ♣ _____ to _____ HCP Strong <input checked="" type="checkbox"/> Other <input type="checkbox"/> 2 ♦ Resp: Neg. <input type="checkbox"/> Waiting <input type="checkbox"/>		Step Responses for Controls
2 ♦ <u>6</u> to <u>10</u> HCP Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>		RONF 2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/>
2 ♥ <u>6</u> to <u>10</u> HCP Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>		RONF 2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/>
2 ♠ <u>6</u> to <u>10</u> HCP Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>		RONF 2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/>
OTHER CONV. CALLS: New Minor Forcing: <input checked="" type="checkbox"/> 2-Way NMF <input type="checkbox"/> Weak Jump Shifts not in Comp <input type="checkbox"/> 4th Suit Forcing: 1 Round <input type="checkbox"/> Game <input checked="" type="checkbox"/>		