

SPECIAL DOUBLES
After Overcall: **Penalty** ☐ _____
Negative ☒ thru (4♣)
Responsive ☒ : thru (4♦) Maximal ☒
Support: Dbl. ☒ thru (2♥) Redbl ☒
Card-raising ☒ Min. Offshape T/O ☐
Supp-Dble's=3-card-fit or bal 14-16 poor stop

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 ☒
QB=LR+. Transfer Advances over any Resp-Dble.

JUMP OVERCALL
Strong ☐ Intermediate ☐ Weak ☒
Weak in direct; Intermediate in bal.

OPENING PREEMPTS
Sound Light Very Light
3/4-bids ☐ ☒ ☐
Conv./Resp. 4♣=MiniKey, 4♦=MK ov 3♣, 4♣

DIRECT CUEBID
OVER: Minor Major
Natural ☐ ☐
Strong T/O ☐ ☐
Michaels ☒ ☒
(1x)-P-(1y): 4th 1NT, 2x, 2y=nat (unless x=M, =Mich)

SLAM CONVENTIONS Gerber ☒: 4NT: Blackwood ☐ RKC ☒ 1430 ☒
0314 if 4NT on m, and Exclusion. 5NT or other King-ask=Specific-Kings, 5NT answer=2 KeyCards plus void.
DFPS/RFPS (i.e., F=First=1or 4). 6 of NewSuit ask 3rd Rnd (Q or xx). LastTrain encourages if no room.
vs Interference: DOPI ☐ DEPO ☒ Level: below/above 5 in our suit 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)Kx	①9 x	A(K)J x	A①J x
(K)Q x	K(J)T x	A(J)T 9	A①9 x
①J x	K(①)9 x	(K)Q J x	K(①)T 9
(J)T 9	Q(①)9 x	①J T x	Q(①)9 x
(K)Q T 9	①9 x x	①J T 9 x	①9 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

NOTRUMP OVERCALLS
Direct: 16 _____ to 19 _____ Systems on ☒
Conv. ☐ Systems OFF over Dble
Balancing: 11 _____ to 15
Jump to 2NT: Minors ☐ 2Lowest ☒
Conv. ☐ Systems OFF over Dble

DEFENSE VS NOTRUMP
vs: 10-15 NT dir 14-18 NT dir+bal
2♣ ♦ or named-M+?-m ♣ and a Major
2♦ ♥ xfer ♦ and a Major
2♥ ♥ + ♠ ♥
2♠ ♠ ♠
Dbl: Pen/Cards 1 mn or Maj's
Other 2NT=♣ xfer, 3♣=m's 2NT=minors
3♦=M' s strong. Bal bids = Meckwell - see RHS.

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 Transfers. Sing in Lo, WJS in Hi-rank.

VS Opening Preempts Double Is
Takeout ☒ thru 4♥ _____ Penalty ☐
Conv. Takeout: 4NT over (4♠)=t/o
Lebensohl 2NT Response ☒
Other: Over 4♠+above, Dble=Pen with cards

DEFENSIVE CARDING
vs SUITS vs NT
Standard: ☐ ☐
Except ☒
K from AKx(x) at 4+ level or if supported
Known 6+(5 if affordable), Mid=Enc, Hi/Lo=SP
Upside-Down: count ☒ ☒
attitude ☒ ☒

FIRST DISCARD
Lavinthal ☐ ☐
Odd/Even ☐ ☐
UpsideDown Discards ☒ ☒
OTHER CARDING
Smith Echo ☐ ☐
Trump Suit Pref. ☒ ☐
Foster Echo ☐ ☐

PLEASE ASK

NAMES Ian Findlay (K 250-458-8) Gordon Campbell (L 305-738-0)

GENERAL APPROACH
Weak 1NT, 2/1 FG (CC version as at 2020May20)
Two Over One: Game Forcing ☒ Game Forcing Except When Suit Rebid ☐
VERY LIGHT: Openings ☐ 3rd Hand ☐ Overcalls ☐ Preempts ☐
FORCING OPENING: 1♣ ☐ 2♣ ☒ Natural 2Bids ☐ Other ☐

NOTRUMP OPENING BIDS
1NT
11-13 _____ to NV
11½-13½ _____ to Vul
5-card Major common ☐
System on over (2♣) only
2♣ Stayman ☒ Puppet ☐
2♦ Transfer to ♥ ☒ Forcing Stayman ☐
2♥ Transfer to ♠ ☒
2♠ MSS both-m wk or FG
2NT >3♣ either-m wk or FG
3♣ nat IG
3♦ nat IG
3♥ H-sing 3145/3154 FG
3♠ S-sing 1345/1354 FG
4♠=1430, 4♦=M's, 4M=nat
4♦, 4♥ Transfer ☐ Smolen ☒
Lebensohl ☒ (fast denies)
Neg. Double ☒: ov nat (2x)+(3x)
Other: Trf-Leb. P1-RN-OT

2NT 19+ _____ to 21
Puppet Stayman ☐
Transfer Responses:
Jacoby ☒ Texas ☒
3♠ >3NT, now 4M=KeyC,
4M=both. 3NT, 4C=trf
3NT Gamble _____ to seat 1,2
4♦=ask. Play in seat 3,4

Conventional NT Openings
Aft Stay, 3OM=x-sing FG, 4♦=bal
Garb Stay, Texas jump over 2NT.

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: Kokish 2Way-GT. MiniSplinter 7+.
1NT: Forcing ☒ Semi-forcing ☐
2NT: Forcing ☒ Inv. ☐ PH ♥♦2♠ to 5-5 m's
3NT: 13-15 _____ to Drury 2♠=3
Drury ☒: Reverse ☒ 2-Way ☒ Fit ☐
Other: 1♥-2♠, 3♠=wk; 1♠-4♥=void, Bart 1M-1NT-2♠

MINOR OPENING
Expected Min. Length 4 3 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: nat FG, 2NT sing-ask
Frequently bypass 4+ ♦ ☒
1NT/1♣ 8-9 _____ to 1♦-3♣=CX ♦-LimR
2NT Forcing ☐ Inv. ☒ 10+-12 _____ to
3NT: 13-15 _____ to 1♠-1♦=3+cd
Other 1♠-2♦=CX ♣-LimR; 1m-2M, 3M=wk

DESCRIBE RESPONSES/REBIDS
2♣ 21-36 _____ to _____ HCP
Strong ☒ Other ☐ bal 21+up or 9 trks
2♦ Resp: Neg ☐ Waiting ☒
2♦ 3-9 NV _____ to 5-11 V HCP Weak
Natural: Weak ☒ Intermediate ☐ Strong ☐ Conv. ☐
2♥ 3-9 NV _____ to 5-11 V HCP Weak
Natural: Weak ☒ Intermediate ☐ Strong ☐ Conv. ☐
2♠ 3-9 NV _____ to 5-11 V HCP Weak
Natural: Weak ☒ Intermediate ☐ Strong ☐ Conv. ☐
OTHER CONV. CALLS: New Minor Forcing: ☐ 2-Way NMF ☒ Full XYZ
Weak Jump Shifts: In Comp. ☒ Not in Comp. ☒ No Puppet/Bergen/Flowers. Ingberman.
4th Suit Forcing: 1 Rd. ☒ Game ☒ 1x-(2M) and 2x-(Dble): 2OM=nat, 2NT+3y=Trf. Trf-Leb ov M-Michs.
4SFG if not XYZ. Aft o/c or bal 1NT-(Dble), all bids=nat, Rdbl=2-suits. 1♣-1♦-1♥-1♠=Trf to C. Mixed 2NT in Comp.
3NT o/c then 2-under. GoodBad 2NT by Opener. Dble of NT's usually Penalty exc. Meckwell. Anti-Michaels/Unusual.