



SPECIAL DOUBLES

After Overcall: **Penalty** ☐ _____
Negative ☐ thru 3S
Responsive ☐ : thru 4D Maximal ☐
Support: Dbl. ☐ thru 2H Redbl ☐
Card-showing ☐ Min. Offshape T/O ☐

SIMPLE OVERCALL

1 level 7 to 18 HCP (usually)
often 4 cards ☐ very light style ☐
Responses
New Suit: Forcing ☐ NFConst ☐ NF ☐
Jump Raise: Forcing ☐ Inv. ☐ Weak ☐
Transfer Advances; Jump Q = LR

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 ☐ ☐
Natural over 1C and 0-2 D

SLAM CONVENTIONS Gerber ☐: 4NT: Blackwood ☐ RKC ☐ 1430 ☐

D1P2 and DOPE; Pre KC; Excl 0314

vs Interference: DOPI ☐ DEPO ☐ Level: D1P2 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)
(A)(K)x	T9x
KQx	K JTx
QJx	K T9x
JT9	Q T9x
KQT 9	JT9 x T9x x

LENGTH LEADS:

4th Best vs SUITS ☐ vs NT ☐
3rd/5th Best vs SUITS ☐ vs NT ☐
3rd/even, lowest/odd Attitude vs. NT ☐
2/4 thru declarer when dummy weak

Primary signal to partner's leads

Attitude ☐ Count ☐ Suit preference ☐

NOTRUMP OVERCALLS

Direct: 15 to 18 Systems on ☐
Conv. ☐ _____
Balancing: 10 to 14
Jump to 2NT: Minors ☐ 2 Lowest ☐
Conv. ☐ _____

DEFENSE VS NOTRUMP

vs: Strong Weak
2♣ Majors Majors
2♦ 1 Major Tfr to H
2♥ M + m Tfr to S
2♠ M + m 1 good minor
Dbl: 4M + long m Penalty
Other Balancing PHX = MM or 1m

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 Trfrs after takeout X of 1M

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 ☐ ☐
Upside down ☐ ☐

OTHER CARDING

Smith Echo Rev ☐ ☐
Trump Suit Pref. ☐ ☐
Foster Echo ☐ ☐

NAMES Michael Roche - Daniel Lyder

GENERAL APPROACH

Strong Club - 1st/2nd/3rd non-vul Multi

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 14 to 16
to _____
5-card Major common ☐
System on over X & 2C
2♣ Stayman ☐ Puppet ☐
2♦ Transfer to ♥ ☐ 4♦, 4♥ Transfer ☐
Forcing Stayman ☐ Smolen ☐
2♥ Transfer to ♠ ☐ Lebensohl ☐ (F denies)
2♠ Range Ask/Clubs Neg. Double ☐
2NT Diamonds Other: Transfer Leb. _____

2NT 20 to 21

Puppet Stayman ☐

Transfer Responses:

Jacoby ☐ Texas ☐

3♠ Puppet to 3N
various minor hands

3NT 9 to 14

1 Outside stopper

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 ☐ Splitter ☐
Other: 2N = LR+; 1M 3M = Mixed
1NT: Forcing ☐ Semi-forcing ☐ PH
2NT: Forcing ☐ Inv. ☐ _____ to _____
3NT: _____ to _____
Drury ☐: Reverse ☐ 2-Way ☐ Fit ☐
Other: 3 H and 3 minor natural inv
Bart

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: 2S Artificial
Frequently bypass 4+ ♦ ☐ Meck 2D
1NT/1♣ GF(art) to _____
2NT Forcing ☐ Inv. ☐ 14 to 16
3NT: 17 to 19
Other 2H NT inv over 1D; 3C Nat

DESCRIBE

RESPONSES/REBIDS

2♣ <u>10</u> to <u>16</u> HCP Strong ☐ Other ☐ 2♦ Resp: Neg ☐ Waiting ☐ 2D asking	6+ Clubs 2M 1rd F 2N relay to 3C
2♦ <u>10</u> to <u>16</u> HCP Natural: Weak ☐ Intermediate ☐ Strong ☐ Conv. ☐	Short in D 2NT Force ☐ New Suit NF ☐
2♥ <u>5</u> to <u>10</u> HCP Natural: Weak ☐ Intermediate ☐ Strong ☐ Conv. ☐	Weak 2 Ogust 2NT Force ☐ New Suit NF ☐
2♠ <u>5</u> to <u>10</u> HCP Natural: Weak ☐ Intermediate ☐ Strong ☐ Conv. ☐	Weak 2 Ogust 2NT Force ☐ New Suit NF ☐

OTHER CONV. CALLS: New Minor Forcing: ☐ 2-Way NMF ☐

Weak Jump Shifts: In Comp. ☐ Not in Comp. ☐ Many trfrs in comp

4th Suit Forcing: 1 Rd. ☐ Game ☐ Art responses after 1D (o'call)

Over their 0-2 1D, 2H = Limited Michaels; 2D/1C = Michaels

Artificial JS over our 1D opener; 2H replaces 2D N/V 1/2/3

2S when using Multi = Good 3D opener; Multi N/V 1/2/3

SPECIAL CARDING ☐ PLEASE ASK