



### SPECIAL DOUBLES

After Overcall: **Penalty** ☐ \_\_\_\_\_  
Negative ☐ thru \_\_\_\_\_  
Responsive ☐ : thru \_\_\_\_\_ Maximal ☐  
**Support:** Dbl. ☐ thru \_\_\_\_\_ Redbl ☐  
Card-showing ☐ Min. Offshape T/O ☐  
**Snapdragon/LD** for **♥** over 3NT

### SIMPLE OVERCALL

1 level 8 to + HCP (usually)  
often 4 cards ☐ very light style ☐  
**Responses**  
New Suit: Forcing ☐ NFConst ☐ NF ☐  
Jump Raise: Forcing ☐ Inv. ☐ Weak ☐  
1 level new suit advance NFConst

### JUMP OVERCALL

**Strong** ☐ **Intermediate** ☐ **Weak** ☐  
**2♠v1m/1h & 3♠v1♠ T&B**

### OPENING PREEMPTS

Sound Light Very Light  
3/4-bids ☐ ☐ ☐  
**Conv./Resp.** \_\_\_\_\_

### DIRECT CUEBID

OVER: Minor Major  
Natural ☐ ☐  
Strong T/O ☐ ☐  
Michaels ☐ ☐  
2 highest v 1M/Sandwich-natural

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

**DIP2 and R1P2 vs interference**

vs Interference: DOPI ☐ DEPO ☐ Level: \_\_\_\_\_ => 5 trump ROPI ☐

### LEADS (circle card led, if not in bold)

versus Suits	versus Notrump
<b>x x</b> x(x)x x	<b>x x</b> x(x)x x
x x <b>x</b> x(x)x x(x)	x x x x(x)x x(x)
(A)K x <b>T</b> 9 x	(A)K J x A Q J x
K Q x K <b>J</b> T x	A J T 9 A T 9 x
Q J x K <b>T</b> 9 x	K Q J x (K) Q T 9
J T 9 Q <b>T</b> 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 ☐

Attitude vs NT ☐

**3rd from even/low from odd**

**Primary signal to partner's leads**

Attitude ☐ Count ☐ Suit preference ☐

### NOTRUMP OVERCALLS

**Direct:** 15 to 18 Systems on ☐  
**Conv.** ☐ \_\_\_\_\_  
**Balancing:** 11 to 14  
Jump to 2NT: Minors ☐ 2 Lowest ☐  
**Conv.** ☐ \_\_\_\_\_

### DEFENSE VS NOTRUMP

vs: **Strong** **Weak**  
2♣ **♣+M** **♣+♠ or 2M**  
2♦ **♦+M** **♦+M or ♦+♣**  
2♥ **Natural** **Natural**  
2♠ **Natural** **Natural**  
Dbl: 1m/2M/orStr **Penalty 14+**  
**Other** 2NTvStr-2m or 2M strong  
2NTvWk-♣ or 2M strong 3♣ **♣+♥**

### 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** Capp v 1MX, transfers

### VS Opening Preempts Double Is

Takeout ☐ thru 4♦ **Penalty** ☐  
**Conv. Takeout:** 4NT over 4M  
**Lebensohl 2NT Response** ☐  
**Other:** ModRipstra/LeapMichaels

### DEFENSIVE CARDING

vs SUITS vs NT  
Standard: ☐ ☐ ☐  
Except ☐

### Upside-Down:

count ☐ ☐  
attitude ☐ ☐

### FIRST DISCARD

Lavinthal ☐ ☐  
Odd/Even ☐ ☐  
**UDA** ☐ ☐

### OTHER CARDING

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

**NAMES** Ray Hornby & Neil Kimelman

### GENERAL APPROACH

**2/1 Weak NT 5CM**

**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** ☐ 2♦

### NOTRUMP OPENING BIDS

**1NT** 12 to 14  
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♠ **Size ask or ♣** ☐ **Neg. Double** ☐  
2NT **Minors or ♦** ☐ **Other:** SA Texas, Ripcord

**2NT** 20 to 21

Puppet Stayman ☐

**Transfer Responses:**

**Jacoby** ☐ **Texas** ☐

3♠ **♣** or both minors  
4♠-♦

**3NT** \_\_\_\_\_ to \_\_\_\_\_

**Broken minor preempt**

**Conventional NT Openings**

**NAMYATS**

### 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** ☐ **BPH**

**2NT:** **Forcing** ☐ Inv. ☐ 12 to +

**3NT:** \_\_\_\_\_ to \_\_\_\_\_

**Drury** ☐: **Reverse** ☐ **2-Way** ☐ **Fit** ☐  
**Other:** 2NT bph 5-5minors 8-10 HCP  
Capp over 1♥(1♠) exc 1NT na

### 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:** **JS Om limit**

Frequently bypass 4+♦ ☐

**1NT/1♣** 8 to 10

**2NT Forcing** ☐ Inv. ☐ g10 to b12

**3NT:** \_\_\_\_\_ to \_\_\_\_\_

**Other** RevFlannery, MISER

### DESCRIBE

### RESPONSES/REBIDS

<b>2♣</b> <u>22-24</u> to if bal HCP Strong <input type="checkbox"/> <b>Other</b> <input type="checkbox"/> or primary ♣♥♠ 2♦ Resp: Neg <input type="checkbox"/> Waiting <input type="checkbox"/> <b>2NT-2nd neg</b>	<b>2♥-nat/2NT-8+bal noA</b>
<b>2♦</b> <u>25+</u> to if bal HCP Natural: Weak <input type="checkbox"/> <b>Intermediate</b> <input type="checkbox"/> <b>Strong</b> <input type="checkbox"/> <b>Conv.</b> <input type="checkbox"/> ♦ or (4441)19+	<b>2♥ wait, 2♠+3X transfer</b>
<b>2♥</b> <u>11</u> to <u>16</u> HCP Natural: Weak <input type="checkbox"/> <b>Intermediate</b> <input type="checkbox"/> <b>Strong</b> <input type="checkbox"/> <b>Conv.</b> <input type="checkbox"/> <b>Flannery 4♠5-6♥</b>	<b>2NT Force</b> <input type="checkbox"/> <b>New Suit NF</b> <input type="checkbox"/>
<b>2♠</b> <u>3</u> to <u>10</u> HCP Natural: Weak <input type="checkbox"/> <b>Intermediate</b> <input type="checkbox"/> <b>Strong</b> <input type="checkbox"/> <b>Conv.</b> <input type="checkbox"/>	<b>3M GF+</b>
	<b>Ogust</b>
	<b>2NT Force</b> <input type="checkbox"/> <b>New Suit NF</b> <input type="checkbox"/>

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

Weak Jump Shifts: In Comp. ☐ **Not in Comp.** ☐ **Fit Jumps in comp**

**4th Suit Forcing:** 1 Rd. ☐ **Game** ☐

**CRASH v F1♣, 2♣**

**PH** resp to 1m-2m 6-9, 3m limit, 2NT resp to 1m(X) is weak or GF

### SPECIAL CARDING

### PLEASE ASK