



### SPECIAL DOUBLES

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

### SIMPLE OVERCALL

1 level 7+ to \_\_\_\_\_ HCP (usually)  
often 4 cards ☐ very light style ☐  
**Responses**  
New Suit: Forcing ☐ NFConst ☐ NF ☐  
Jump Raise: Forcing ☐ Inv. ☐ Weak ☐  
JR=Mixed. 2NT=LR+4+M, txfr/1M(X)

### JUMP OVERCALL

**Strong** ☐ **Intermediate** ☐ **Weak** ☐  
**Intermediate balancing seat** \_\_\_\_\_

### OPENING PREEMPTS

Sound Light Very Light  
3/4-bids ☐ ☐ ☐  
**Conv./Resp.** 4♣, 4♦=miniKC, OKSAV

### 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 ☐

**Majors:** RKC 1430, queen ask, specific kings, DIFS, RIFS, PISS

**Minors:** Redwood 1430, queen ask, specific kings. DIFS, RIFS, PISS

vs Interference: DOPI ☐ DEPO ☐ Level: \_\_\_\_\_ 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 (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 9 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 ☐

Vs. NT, K is power lead

**Primary signal to partner's leads**

Attitude ☐ Count ☐ Suit preference ☐

### NOTRUMP OVERCALLS

**Direct:** 15 to 18 Systems on ☐  
**Conv.** ☐ Stay/Jac/Tex, Tr Leb  
**Balancing:** 11 to 15  
Jump to 2NT: Minors ☐ 2 Lowest ☐  
**Conv.** ☐ Q=Stay over Bal 1NT/2NT

### DEFENSE VS NOTRUMP

vs:	Strong	Weak
2♣	<u>Majors</u>	<u>Majors</u>
2♦	<u>One major</u>	<u>One major</u>
2♥	<u>5♥, 4+m</u>	<u>5♥, 4+m</u>
2♠	<u>5♠, 4+m</u>	<u>5♠, 4+m</u>
Dbl:	<u>5+m, 4M</u>	<u>Cards (14+)</u>
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	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Minors	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Other tx/1M(X), JS=fit show, JR=m	_____	_____	_____

### VS Opening Preempts Double Is

Takeout ☐ thru 4♠ **Penalty** ☐  
**Conv. Takeout:** Leaping Michaels/2X  
**Lebensohl 2NT Response** ☐  
**Other:** Over 2NT: Q-bid Stay, txfrs

### DEFENSIVE CARDING

Standard: ☐ vs SUITS ☐ vs NT ☐  
Except ☐  
**upside down remainder count**

### Upside-Down:

count	attitude
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>

### FIRST DISCARD

Lavinthal	<input type="checkbox"/>	<input type="checkbox"/>
Odd/Even	<input type="checkbox"/>	<input type="checkbox"/>

### OTHER CARDING

Smith Echo Rev	<input type="checkbox"/>	<input type="checkbox"/>
Trump Suit Pref.	<input type="checkbox"/>	<input type="checkbox"/>
Foster Echo	<input type="checkbox"/>	<input type="checkbox"/>

**NAMES** Jeff Blond and Brad Bart

### GENERAL APPROACH

2/1 with weak NT, 2♦ multi, 2M Polish

**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	2NT
<u>11+</u> to <u>14</u>	6+♣, invitational
to _____	6+♦, invitational
5-card Major common <input type="checkbox"/>	3♥ 5/5M, invitational
System on over 2C, NPDBl	3♠ 5/5M, forcing
2♣ Stayman <input type="checkbox"/> Puppet <input type="checkbox"/>	PH 2♦ = 5xM inv
2♦ Transfer to ♥ <input type="checkbox"/>	4♦, 4♥ Transfer <input type="checkbox"/>
Forcing Stayman <input type="checkbox"/>	Smolen <input type="checkbox"/> Tr Leb
2♥ Transfer to ♠ <input type="checkbox"/>	Lebensohl <input type="checkbox"/> (Fast denies)
2♠ To play _____	Neg. Double <input type="checkbox"/> thru 3♠
2NT m weak or M inv	Other: Baron, DONT runouts

2NT 20 to 21

Puppet Stayman ☐

**Transfer Responses:**

Jacoby ☐ Texas ☐

3♠ Forces 3NT

Smolen \_\_\_\_\_

3NT 9 to 14

Gambling, no side A/K

**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 ☐ Splitter ☐  
**Other:** 3M=mixed, 2NT is limit+  
1NT: Forcing ☐ Semi-forcing ☐  
2NT: Forcing ☐ Inv. ☐ to \_\_\_\_\_  
3NT: 13 to 15  
**Drury** ☐ **Reverse** ☐ **2-Way** ☐ **Fit** ☐  
**Other:** Cue=3-card limit, jumps are inv  
1M-1X-2♠ is Gazilli

### MINOR OPENING

Expected Min. Length	4	3	0-2	Conv.
1♣	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
1♦	<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:** mixed, criss-x LR  
Frequently bypass 4+♦ ☐ MISER txfr  
1NT/1♣ 6 to 10-  
2NT Forcing ☐ Inv. ☐ 10+ to 12  
3NT: 13 to 15  
**Other:** 2M=5♠, 4-5♥, 2♥=3-7/2♠ 8-10

### DESCRIBE

### RESPONSES/REBIDS

2♣	2♦	2♥	2♠
<u>20+</u> to _____ HCP Strong <input type="checkbox"/> Other <input type="checkbox"/> 2♦ Resp: Neg <input type="checkbox"/> Waiting <input type="checkbox"/> Kokish	<u>5</u> to <u>10</u> HCP Weak 2 in ♥ or ♠ Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	<u>3</u> to <u>10</u> HCP 5+♥, 4+ minor Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	<u>3</u> to <u>10</u> HCP 5+♠, 4+ minor Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>
2♥=♠, 2♠=♥, 2NT=♣	3♣=♦, 3 higher = better	2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>	2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>

**OTHER CONV. CALLS:** New Minor Forcing: ☐ 2-Way NMF ☐ 3♠=wk

Weak Jump Shifts: In Comp. ☐ Not in Comp. ☐ Un vs Un: Cheapest for cheapest

**4th Suit Forcing:** 1 Rd. ☐ Game ☐ fit showing jumps in competition

**Ingberman** after reverses, transfers after 1M(dbl); Rolling Xfers over 2NT rebid

2C=Stay, 3C=minors, transfers over opps' 1NT overcall

Over interference of our 2♣, Dbl by resp=broke, pass=something

### SPECIAL CARDING ☐ PLEASE ASK