

SPECIAL DOUBLES

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

SIMPLE OVERCALL

1 level to 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	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Conv./Resp.	<input type="checkbox"/>		

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

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
A K x	T 9 x
K Q x	K J T x
Q J x	K T 9 x
J T 9	Q T 9 x
K Q T 9	J T 9 x

LENGTH LEADS:

4th Best	vs SUITS <input type="checkbox"/>	vs NT <input type="checkbox"/>
3rd/5th Best	vs SUITS <input type="checkbox"/>	vs NT <input type="checkbox"/>
	Attitude vs NT <input type="checkbox"/>	

Primary signal to partner's leads
 Attitude Count Suit preference

NOTRUMP OVERCALLS

Direct: _____ to _____ Systems on
Conv.
Balancing: _____ to _____
 Jump to 2NT: Minors 2 Lowest
Conv.

DEFENSE VS NOTRUMP

VS: _____
 2♣ _____
 2♦ _____
 2♥ _____
 2♠ _____
 Dbl: _____
 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	<input type="checkbox"/>		

VS Opening Preempts Double Is

Takeout thru _____ **Penalty**
 Conv. Takeout: _____
 Lebensohl 2NT Response
 Other: _____

NAMES _____

GENERAL APPROACH

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	3♣
_____ to _____	3♦
_____ to _____	3♥
5-card Major common <input type="checkbox"/>	3♠
System on over _____	
2♣ Stayman <input type="checkbox"/> Puppet <input type="checkbox"/>	
2♦ Transfer to ♦ <input type="checkbox"/> Forcing Stayman <input type="checkbox"/>	4♦, 4♥ Transfer <input type="checkbox"/>
2♥ Transfer to ♠ <input type="checkbox"/>	Smolen <input type="checkbox"/>
2♠ _____	Lebensohl <input type="checkbox"/> (_____ denies)
2NT _____	Neg. Double <input type="checkbox"/> _____
	Other: _____

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 Splinter
 Other: _____

1NT: Forcing Semi-forcing

2NT: Forcing Inv. _____ to _____

3NT: _____ to _____

Drury Reverse 2-Way Fit

Other: _____

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: _____

Frequently bypass 4+♦

1NT/1♣ _____ to _____

2NT Forcing Inv. _____ to _____

3NT: _____ to _____

Other: _____

DESCRIBE**RESPONSES/REBIDS**

2♣ _____ to _____ HCP

Strong Other

2♦ Resp: Neg Waiting

2♣ _____ to _____ HCP

Natural: Weak Intermediate Strong Conv.

2NT Force New Suit NF

2♥ _____ to _____ HCP

Natural: Weak Intermediate Strong Conv.

2NT Force New Suit NF

2♠ _____ to _____ HCP

Natural: Weak Intermediate Strong Conv.

2NT Force New Suit NF

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

Weak Jump Shifts: In Comp. Not in Comp.

4th Suit Forcing: 1 Rd. Game

SPECIAL CARDING**PLEASE ASK**