

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

Conv./Resp. _____

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 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 <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 _____

VS Opening Preempts Double Is

Takeout ☐ thru _____ Penalty ☐

Conv. Takeout: _____

Lebensohl 2NT Response ☐

Other: _____

DEFENSIVE CARDING

	vs SUITS	vs NT
Standard:	<input type="checkbox"/>	<input type="checkbox"/>
Except <input type="checkbox"/>		

Upside-Down:

count	<input type="checkbox"/>	<input type="checkbox"/>
attitude	<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	<input type="checkbox"/>	<input type="checkbox"/>
Trump Suit Pref.	<input type="checkbox"/>	<input type="checkbox"/>
Foster Echo	<input type="checkbox"/>	<input type="checkbox"/>

SPECIAL CARDING ☐ **PLEASE ASK**

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

2NT _____ to _____

Puppet Stayman ☐

Transfer Responses:

Jacoby ☐ Texas ☐

3 **♠** _____

3NT _____ to _____

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 ☐ 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 <input type="checkbox"/> Other <input type="checkbox"/> 2 ♦ Resp: Neg <input type="checkbox"/> Waiting <input type="checkbox"/>	
2 ♦ _____ to _____ HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>
2 ♥ _____ to _____ HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>
2 ♠ _____ to _____ HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>

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

Weak Jump Shifts: In Comp. ☐ Not in Comp. ☐ _____

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