



SPECIAL DOUBLES

After Overcall: **Penalty** ☐ _____
Negative ☐ thru 4♥
Responsive ☐ : thru 4♥ Maximal ☐
Support: Dbl. ☐ thru _____ Redbl ☐
Card-showing ☐ Min. Offshape T/O ☐
X=Both Major vs Strong♣

SIMPLE OVERCALL

1 level 7 to 17 HCP (usually)
often 4 cards ☐ very light style ☐
Responses
New Suit: Forcing ☐ NFConst ☐ NF ☐
Jump Raise: Forcing ☐ Inv. ☐ Weak ☐

JUMP OVERCALL

Strong ☐ Intermediate ☐ Weak ☐
4♣, 4♦ = Leaping Michael

OPENING PREEMPTS

Sound ☐ Light ☐ Very Light ☐
3/4-bids ☐ ☐ ☐
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 ☐
Specific King Ask; 4m=optionnal minorwood(x,03,14); Exclusion (0314)
Ace&King cuebidding; 3NT non serious
vs Interference: DOPI ☐ DEPO ☐ Level: 5♥+=DOPE 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
(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 ☐
A/K = Att/Count Attitude vs NT ☐
vs NT K = Ask to unblock or count

Primary signal to partner's leads

Attitude ☐ Count ☐ Suit preference ☐

NOTRUMP OVERCALLS

Direct: 15 to 18 Systems on ☐
Conv. ☐ (2x) 2NT: 4 suits transfer
Balancing: 11 to 16
Jump to 2NT: Minors ☐ 2 Lowest ☐
Conv. ☐ Sandwich only by PH

DEFENSE VS NOTRUMP

vs:
2♣ ☐ or 1Maj&1Min
2♥ ☐ & ☐
2♦ ☐
2♠ ☐
Dbl: Strong (Syst. OFF)
Other 2NT = ♣ & ♦

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 1M(X) 1NT/2♣=transfer

VS Opening Preempts Double Is

Takeout ☐ thru 4♥ Penalty ☐
Conv. Takeout: _____
Lebensohl 2NT Response ☐
Other: Transfer Lebensohl

DEFENSIVE CARDING

vs SUITS vs NT
Standard: ☐ ☐ ☐
Except ☐

Upside-Down:
count ☐ ☐
attitude ☐ ☐

FIRST DISCARD

Lavinthal ☐ ☐
Odd/Even ☐ ☐
Upside-Down ☐ ☐

OTHER CARDING

Smith Echo U/D ☐ ☐
Trump Suit Pref. ☐ ☐
Foster Echo ☐ ☐

NAMES Robert Guerard (6995020) et Chantal Dubé (1268171)

GENERAL APPROACH

2 over 1 (including 2♣ over 1♦)

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 15 to 17
to _____
5-card Major common ☐
System on over 2♣
2♣ Stayman ☐ Puppet ☐
2♦ Transfer to ♥ ☐ 4♦, 4♥ Transfer ☐
Forcing Stayman ☐ Smolen ☐
2♥ Transfer to ♠ ☐ Lebensohl ☐ (____ denies)
2♠ Range ask or ♣ Neg. Double ☐ 4♥
2NT ♣&♦ or ♦ Other: _____

2NT 20 to 21

Puppet Stayman ☐

Transfer Responses:

Jacoby ☐ Texas ☐

3♠ = 3NT; 3♣ = Romex

4♣ = Gerber; 4♠ = T/P

3NT _____ to _____

4♦ = ask singleton

Conventional NT Openings

3NT = Solid minor

DONT Rescue (Run OUT)

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: Bergen (3♣=11-12, 3♦=8-10)
1NT: Forcing ☐ Semi-forcing ☐
2NT: Forcing ☐ Inv. ☐ _____ to _____
3NT: 8 to 10
Drury ☐: Reverse ☐ 2-Way ☐ Fit ☐
Other: 2♣=8+(2NT=♣; 3♣/♦=Short)
1♥-2♠=weak; 1♠-3♥=

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: 2♠ = 8-10
Frequently bypass 4+♦ ☐
1NT/1♣ 8 to 10
2NT Forcing ☐ Inv. ☐ 11 to 12
3NT: 13 to 15
Other 2♥=54xx, J/S=INV, Single=GF

DESCRIBE

RESPONSES/REBIDS

2♣ _____ to _____ HCP	2♦/♥/♠=Ctrl (0/1,2,3+)
Strong <input type="checkbox"/> Other <input type="checkbox"/> artificial	X=Weak, Pass=GF
2♦ Resp: Neg <input type="checkbox"/> Waiting <input type="checkbox"/> Kokish over 2♦	
2♦ <u>5</u> to <u>10</u> HCP	OGUST; 4♣=WeakRKC
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♥ <u>5</u> to <u>10</u> HCP	OGUST; 4♣=WeakRKC
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♠ <u>5</u> to <u>10</u> HCP	OGUST; 4♣=WeakRKC
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 ☐ 2NT=>3♣

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

4th Suit Forcing: 1 Rd. ☐ Game ☐ 1♣-1♦-1♥; 1♠/2♠=Nat/Art GF

after 1m (X): 2m=6-10; 2NT=11+; XX=10 pts+;

on 2NT rebid: 3♣=Wolff Sign Off; 3♦=Checkback Stayman

VS 2NT Unusual over 1M: Sky is the limit; Over 2NT: 3♣=stayman, 3♦/3♥=Tr.

SPECIAL CARDING ■ PLEASE ASK