



SPECIAL DOUBLES

After Overcall: **Penalty** ☐ _____
Negative ☐ thru 3S
Responsive ☐ : thru 4D Maximal ☐
Support: Dbl. ☐ thru 2H Redbl ☐
Card-showing ☐ Min. Offshape T/O ☐

SIMPLE OVERCALL

1 level 7 to 18 HCP (usually)
often 4 cards ☐ very light style ☐
Responses
New Suit: Forcing ☐ NFConst ☐ NF ☐
Jump Raise: Forcing ☐ Inv. ☐ Weak ☐
Transfer Advances; Jump Q = LR

JUMP OVERCALL

Strong ☐ Intermediate ☐ Weak ☐

OPENING PREEMPTS

Sound Light Very Light
3/4-bids ☐ ☐ ☐
Conv./Resp. _____

DIRECT CUEBID

OVER: Minor Major
Natural ☐ ☐
Strong T/O ☐ ☐
Michaels ☐ ☐
2D=Michaels / 1♣, 2H over short ♦

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

D1P2 and DOPE

Pre KC; Excl KC

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
(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 ☐
K from AK for count Attitude vs NT ☐
2/4 thru declarer; Low from 3 with honor

Primary signal to partner's leads

Attitude ☐ Count ☐ Suit preference ☐

SPECIAL CARDING

NOTRUMP OVERCALLS

Direct: 15 to 18 Systems on ☐
Conv. ☐ 4 suit transfers
Balancing: 11 to 14
Jump to 2NT: Minors ☐ 2 Lowest ☐
Conv. ☐ _____

DEFENSE VS NOTRUMP

vs: Strong Weak
2♣ Majors Majors
2♦ 1 M Tfr to H
2♥ H + minor Tfr to S
2♠ S + minor 1 good minor
Dbl: 4M/longer m P 14+
Other or strong hand

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 Tfrs over 1M X @ 1N+

VS Opening Preempts Double Is

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

DEFENSIVE CARDING

vs SUITS vs NT
Standard: ☐ ☐
Except ☐

Upside-Down: count ☐ ☐
only attitude ☐ ☐

FIRST DISCARD

Lavinthal ☐ ☐
Odd/Even ☐ ☐
Reverse Smith ☐ ☐

OTHER CARDING

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

PLEASE ASK

NAMES Michael Roche - Karen Cumpstone

GENERAL APPROACH

Variable NT - usually weak - strong in 3rd and 4th vulnerable

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 11+ to 14
3/4 V to 15-17
5-card Major common ☐
System on over X & 2C
2♣ Stayman ☐ Puppet ☐
2♦ Transfer to ♥ ☐ 4♦, 4♥ Transfer ☐ Strg
Forcing Stayman ☐ Smolen ☐
2♥ Transfer to ♠ ☐ Lebensohl ☐ (F denies)
2♠ _____ Neg. Double ☐ _____
2NT Minors or D Other: _____

2NT 20 to 21
Puppet Stayman ☐
Transfer Responses:
Jacoby ☐ Texas ☐
3♠ relay to 3N

3NT _____ to _____
Gambling 1st and 2nd

Conventional NT Openings
4C and 4D over weak
= strong M Transfers

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 ☐ Splitter ☐
Other: _____

1NT: Forcing ☐ Semi-forcing ☐

2NT: Forcing ☐ Inv. ☐ 1 to _____

3NT: _____ to _____

Drury ☐: Reverse ☐ 2-Way ☐ Fit ☐

Other: 1H 2S & 1S 3H = 3 LR

Bart; Mod Bergen

MINOR OPENING

Expected Min. Length 4 3 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: 3C/1D = INV

Frequently bypass 4+ ♦ ☐

1NT/1♣ 8 to 10

2NT Forcing ☐ Inv. ☐ 12 to 15

3NT: _____ to _____

Other 2D/1C = Meckwell

DESCRIBE

RESPONSES/REBIDS

2♣ _____ to _____ HCP

Strong ☐ Other ☐

2♦ Resp: Neg ☐ Waiting ☐

Kokish; 2H negative

2S=10-11 2N= M pos

2♦ 5 to 10 HCP

Natural: Weak ☐ Intermediate ☐ Strong ☐ Conv. ☐

Natural usually 6

2M non forcing

2♥ 5 to 10 HCP

Natural: Weak ☐ Intermediate ☐ Strong ☐ Conv. ☐

Natural usually 6

Ogust Non-Vul

2♠ 5 to 10 HCP

Natural: Weak ☐ Intermediate ☐ Strong ☐ Conv. ☐

Natural usually 6

Feature Vul

2♠ _____ to _____ HCP

Natural: Weak ☐ Intermediate ☐ Strong ☐ Conv. ☐

Natural usually 6

2NT Force ☐ New Suit NF ☐

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

Weak Jump Shifts: In Comp. ☐ Not in Comp. ☐ XYZ after 1D 1H 1S

4th Suit Forcing: 1 Rd. ☐ Game ☐ Transfers after 2N rebid

Strong NT in 3rd and 4th vulnerable

2H/1m = NT INV

2S/1m = Mixed raise in minor