

SIMPLE OVERCALLS
1 level _____ to _____ HCP (usually)
often 4 cards ☐ very light style ☐
RESPONSES
New Suit: Forcing ☐ NFConst ☐ NF ☐
Jump Raise: Forcing ☐ Inv ☐ Weak ☐

JUMP OVERCALLS
Strong ☐ **Intermediate** ☐ Weak ☐

OPENING PREEMPTS - 3/4 Bids
Vul: Sound ☐ Light ☐ Very Light ☐
NVul: Sound ☐ Light ☐ Very Light ☐
NAMYATS ☐ **Other:** _____

SPECIAL DOUBLES
After Overcall **Penalty** ☐
Negative ☐ thru _____
Responsive ☐ thru _____ Maximal ☐
Support: DBL ☐ thru **ReDBL** ☐
Card-showing ☐ Min Offshape T/O ☐

DIRECT CUEBID	Over	Minor	Major
Natural	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Strong T/O	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Michaels	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Top/Bottom	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

SLAM CONVENTIONS
4 ♣ Gerber: RKC 3014 ☐ RKC 1430 ☐ Gerber ☐ Roman ☐
4NT Blackwood: RKC 3014 ☐ RKC 1430 ☐ Blackwood ☐ 5NT GSF ☐

Interference over 4♣,4♦,4NT
DOP1 ☐ D1PO ☐ DEPO ☐ level _____ R1PO ☐ ROP1 ☐ level _____

LEADS (circle card led, if not in PURPLE)

Versus Suits	Versus NoTrump
Xx xxx X	Xx Xxxx
xx X xxx Xx	Xxx xxx Xx
AKx T9x	AKJx AQJx
KQx KJT9x	AJT9 AT9x
QJx KT9x	KQJx KQT9
JT9 QT9x	QJT9x QT9x
KQT9	JT9x T9xx

LENGTH LEADS:
4th Best vs SUITS ☐ vsNT ☐
3rd/5th Best vs SUITS ☐ vsNT ☐
Attitude vsNT ☐

SPECIAL CARDING ☒ **PLEASE ASK**

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

DEFENSE VS NOTRUMP
vs Weak _____ Conv _____
vs Strong _____ Conv _____

2♣	Direct Seat strong	Balance Seat weak
2♦	_____	_____
2♥	_____	_____
2♠	_____	_____
DBL	_____	_____

OVER OPPONENT'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: _____

vs Opening Preempts Doubles Is
Takeout ☐ Thru _____ **Penalty** ☐
Conv. Takeout: _____
Lebensohl 2 NT Response ☐
Other: _____

Names

GENERAL APPROACH
STANDARD AMERICAN ☐ **STRONG CLUB** ☐ **FORCING CLUB** ☐
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: _____

2 NT _____ to _____
2 NT Minors _____ to _____
Puppet Stayman ☐
Transfer Responses
Jacoby ☐ **Texas** ☐
Other _____
3♠ _____
3NT _____ to _____
Gambling ☐ **ACOL** ☐
Kantar ☐

MAJOR OPENING Expected Min. Length _____ First and Second Seat <input type="checkbox"/> <input type="checkbox"/> Third and Fourth Seat <input type="checkbox"/> <input type="checkbox"/> RESPONSES Double Raise: Force <input type="checkbox"/> Inv <input type="checkbox"/> Weak <input type="checkbox"/> After Overcall: Force <input type="checkbox"/> Inv <input type="checkbox"/> Weak <input type="checkbox"/> Conv. Raise: 2NT <input type="checkbox"/> 3NT <input type="checkbox"/> Splinter <input type="checkbox"/> Other: _____ 1 NT: Forcing <input type="checkbox"/> Semi-Forcing <input type="checkbox"/> 2 NT: Forcing <input type="checkbox"/> Inv. <input type="checkbox"/> _____ to _____ 3 NT: _____ to _____ Drury <input type="checkbox"/> Reverse <input type="checkbox"/> 2-Way <input type="checkbox"/> Fit <input type="checkbox"/> Other: _____	MINOR OPENING Expected Min. Length 4 3 NF 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 <input type="checkbox"/> Inv <input type="checkbox"/> Weak <input type="checkbox"/> After Overcall: Force <input type="checkbox"/> Inv <input type="checkbox"/> Weak <input type="checkbox"/> Forcing Raise: J/S <input type="checkbox"/> In Other Minor <input type="checkbox"/> Single Raise: <input type="checkbox"/> Other: _____ Frequently bypass 4 + ♦ <input type="checkbox"/> 1NT/1♣ _____ to _____ 2 NT Forcing <input type="checkbox"/> Inv. <input type="checkbox"/> _____ to _____ 3 NT 2H = 11-12 to _____ Other: _____
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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♥ Neg <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"/>
CONVENTIONAL CALLS: New Minor Forcing <input type="checkbox"/> Two Way NMF <input type="checkbox"/> Checkback Stayman <input type="checkbox"/> XYZ <input type="checkbox"/> Wolf <input type="checkbox"/> Other: _____ Weak Jump Shifts: In Comp <input type="checkbox"/> Not In Comp. <input type="checkbox"/> Fourth Suit Forcing: 1 Round <input type="checkbox"/> Game Force <input type="checkbox"/> Unusual vs Unusual <input type="checkbox"/> Other: _____	