

SPECIAL DOUBLES
After Overcall: **Penalty** ☐
Negative ☐ thru 4♦
Responsive ☐ : thru 3♠ Maximal ☐
Support: Dbl. ☐ thru Redbl ☐
Card-showing ☐ Min. Offshape T/O ☐

SIMPLE OVERCALL
1 level 5 to 17 HCP (usually)
often 4 cards ☐ very light style ☐
Responses
New Suit: Forcing ☐ NFConst ☐ NF ☐
Jump Raise: Forcing ☐ Inv. ☐ Weak ☐
2NT=4+ LR+ Mixed Raises

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 ☐ ☐

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

vs Interference: DOPI ☐ DEPO ☐ Level: Dope at 6 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 (x)
A K x T 9 x A K J x A (10) J x
K Q x K J (10) x A J (10) 9 A T (9) x
10 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 ☐
Attitude vs NT ☐

Primary signal to partner's leads
Attitude ☐ Count ☐ Suit preference ☐

SPECIAL CARDING

NOTRUMP OVERCALLS
Direct: 15 to 18 Systems on ☐
Conv. ☐
Balancing: 10 to 14
Jump to 2NT: Minors ☐ 2Lowest ☐
Conv. ☐ Baling 2N=18-19 HCP

DEFENSE VS NOTRUMP
vs: Weak NT ST NT or by PH
2♣ ♥ + ♠ ♥ + ♠
2♦ ♥ / ♠ ♥ / ♠
2♥ ♥ + ♣ / ♦ ♥ + ♣ / ♦
2♠ ♠ + ♣ / ♦ ♥ + ♣ / ♦
Dbl: Penalty 4♥/♠ + 5=♣/♦
Other: 2N=♣ or ♦ 3♣=♣ + ♦
3♦=art GF 2 suiter

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: After 1M-X: 1N -> 2M-1=XFR

VS Opening Preempts Double Is
Takeout ☐ thru any **Penalty** ☐
Conv. Takeout:
Lebensohl 2NT Response ☐
Other: 4♣ over 3N asks for hand type

DEFENSIVE CARDING
vs SUITS vs NT
Standard: ☐ ☐ ☐
Except ☐
Upside-Down: count ☐ ☐
 attitude ☐ ☐

FIRST DISCARD
Lavinthal ☐ ☐
Odd/Even ☐ ☐
Reverse Smith ☐ ☐

OTHER CARDING
Smith Echo ☐ ☐
Trump Suit Pref. ☐ ☐
Foster Echo ☐ ☐

PLEASE ASK

NAMES Bob Todd - Doug Fisher

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 12 to 14
5-card Major common ☐
System on over
2♣ Stayman ☐ Puppet ☐
2♦ Transfer to ♥ ☐ Forcing Stayman ☐
2♥ Transfer to ♠ ☐ Lebensohl ☐ (fast denies)
2♠ Range ask or ♣ Neg. Double ☐ runouts
2NT ♦ or weak ♣ + ♦ Other: after 1N=2♣-2♦
3♣ Puppet
3♦ GF 5+♣ 5+♦
3♥ GF 31(45)
3♠ GF 13(45)
2NT 20 to 21
Puppet Stayman ☐
Transfer Responses:
Jacoby ☐ Texas ☐
3♠ MSST
Smolen
3NT to
broken long minor
Conventional NT Openings
XFR Leb-South African transfers
3♥=5+5+inv 3♠=5+5=GF

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 ☐ **Splinter** ☐
Other: Mixed Raises 3♣/♦♥ Invitational
1NT: Forcing ☐ Semi-forcing ☐
2NT: Forcing ☐ Inv. ☐ to
3NT: 12 to 14
Drury ☐: Reverse ☐ 2-Way ☐ Fit ☐
Other: 1♥-2♠=GF ♥+♠ Gazilli
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: Criss Cross
Frequently bypass 4+♦ ☐
1NT/1♣ 8 to 10
2NT Forcing ☐ Inv. ☐ 11 to 12
3NT: 13 to 15
Other Mixed raises, XYZ, Miser, Reverse Flannery

DESCRIBE **RESPONSES/REBIDS**
2♣ to HCP
Strong ☐ Other ☐ 2♦=2+ctl 2♥=neg 2N and higher=XFRs
2♦ Resp: Neg ☐ Waiting ☐ 2♠=pos < 2 ctl or special
2♦ 5 to 10 HCP Multi - 1 Major
Natural: Weak ☐ Intermediate ☐ Strong ☐ Conv. ☐ **2NT Force** ☐ **New Suit NF** ☐
2♥ 5 to 10 HCP ♥ + minor Polish 5+ (4)5+
Natural: Weak ☐ Intermediate ☐ Strong ☐ Conv. ☐ **2NT Force** ☐ **New Suit NF** ☐
2♠ 5 to 10 HCP ♠ + minor Polish 5+ (4)5+
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. ☐ leaping Michaels
4th Suit Forcing: 1 Rd. ☐ Game ☐ over Gambling 3N, 4♣=M unequal 4♦=M equal
Rolling Transfers after all 2NT jump rebids and after 2N overcalls