NAMES Doug - Steve

SPECIAL DOUBLES

After Overcall: Penalty ☐ _____
Negative ☒ thru 4D
Responsive ☒: thru 4D Maximal ☒
Support: Dbl. ☒ thru _____ 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 ☒
Mixed Raises at 1 lev

JUMP OVERCALL

Strong ☐ Intermediate ☐ Weak ☒

OPENING PREEMPTS

	Sound	Light	Very Light
3/4-bids	☒	☒	☐

Conv./Resp. 4C, 4D 0122

DIRECT CUEBID

OVER:	Minor	Major	Artif. Bid
Natural	☐	☐	☐
Strong T/O	☐	☐	☐
Michaels	☒	☒	☐

2D/short C = Michaels

NOTRUMP OVERCALLS

Direct: 15 to 18 Systems on ☒
Conv. ☐ _____
Balancing: 11 to 14
Jump to 2NT: Minors ☐ 2 Lowest ☒
Conv. ☐ 19-21 in balanc

DEFENSE VS NOTRUMP

vs:	Strong	weak
2♣	C+M	both Ms
2♦	D+M	
2♥	H	
2♠	S	
Dbl:	m-/MM/D	XX/XXX

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	☒	☐	☐
Minors	☒	☐	☐

Other 3S = fit-showing

VS Opening Preempts Double Is

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

SLAM CONVENTIONS

Gerber ☒: 4NT: Blackwood ☐ RKC ☒ 1430 ☒
Specific kings D(1/4) P(3/0) 7 own suit can be bid at 5 level
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 ☒ vs NT ☒
3rd/5th Best vs SUITS ☐ vs NT ☐
Attitude vs NT ☐
4D remainder count

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

DEFENSIVE CARDING

	vs SUITS	vs NT
Standard:	☐	☐
Except ☐		

Upside-Down:

count	☒	☒
attitude	☒	☒

FIRST DISCARD

Lavinthal	☐	☐
Odd/Even	☐	☐
_____	☐	☐

OTHER CARDING

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

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 15 to 17
_____ to _____
5-card Major common ☒
System on over X,2C
2♣ Stayman ☒ Puppet ☐
2♦ Transfer to ♥ ☒
Forcing Stayman ☐
2♥ Transfer to ♠ ☒
2♠ clubs
2NT Dis or 5-5 w

3♣ Mod Puppet
3♦ GF, MY/mm
3♥ 1-3-(5,4)
3♠ 3-1-(5,4)
Cuebid/pass ☒
4♦, 4♥ Transfer ☒
Smolen ☒
Lebensohl ☒ (F denies)
Neg. Double ☒: 35
Other: _____

2NT 20 to 21
Puppet Stayman ☒
Transfer Responses:
Jacoby ☒ Texas ☒
3♠ → 3N, mnnnn KC/m
3NT GAMBLING 4D, 4N, 5N

Conventional NT Openings

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: REV BERGEN
1NT: Forcing ☒ Semi-forcing ☐
2NT: Forcing ☐ Inv. ☐ _____ to _____
3NT: GF to raise
Drury ☒: Reverse ☒ 3-Way ☐ Fit ☐
Other: 2S/1H ≠ 3H/1S = LR

MINOR OPENING

Expected Min. Length	4	3	NF 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: FB 2N, 3m
Frequently bypass 4+♦ ☒
1NT/1♣ 6,7 to 10
2NT Forcing ☒ Inv. ☐ 13 to 15
3NT: 16 to 17 18 19
Other 2♦ = 11,12 or 5♥5♠ 2S=CR

	DESCRIBE	RESPONSES/REBIDS
2♣ _____ to _____ HCP Strong ☒ Other ☐ 2♦ Resp: Neg ☐ Waiting ☒		Kokish (Joe Gross) 2nd neg.
2♦ 5 to 10 HCP Natural: Weak ☐ Intermediate ☐ Strong ☐ Conv. ☐	Feature McCabe/X	2NT Force ☒ New Suit NF ☐
2♥ 5 to 10 HCP Natural: Weak ☐ Intermediate ☐ Strong ☐ Conv. ☐	Feature McCabe/X	2NT Force ☒ New Suit NF ☐
2♠ 5 to 10 HCP Natural: Weak ☐ Intermediate ☐ Strong ☐ Conv. ☐	Feature	McCabe/X 2NT Force ☒ New Suit NF ☐

OTHER CONV. CALLS: New Minor Forcing: ☒ PH 2-Way NMF ☒ 4DH
Weak Jump Shifts not in Comp. ☐ 4th Suit Forcing: 1 Round ☐ Game ☒
Singleton Wolff, 4/4, 1m-2M
FJS by PH and in comp'n, Modified Spiral