

Negative ☒ Thru 4♥ Penalty ☐ Direct: 15+ to 18 SysOn ☒  
Responsive ☒ Thru 4♥ Maximal ☒ Balance: 11 to 16 SysOn ☒  
Support: ☒ Thru 2♥ Redbl ☒ Conv ☐ 2♣/BAL 1N/1M = range ask  
T/O Style \_\_\_\_\_ Jump to 2NT: 2 Lowest Unbid ☒  
Other Snapdragon; Neg. slam; Splinter Other BAL 2N = 18+21

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1 Level up to 18 often 4 cards ☐  
2 Level \_\_\_\_\_ to \_\_\_\_\_  
Jump Overcalls: Wk ☒ Int ☒ Str ☐  
Conv ☐ NLMichaels; 4♣/3m=55M's  
Responses  
New Suit: F ☒ NFConst ☐ NF ☐ Tfr ☒  
Jump Raise: Weak ☒ Mixed ☐ Inv ☐  
Cuebids unless xfer \_\_\_\_\_ Support ☒  
Other 2N F1; fit-showing jumps

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Vs:	Art	Quasi	Nat	Nat
	♣♦	♣♦	♣♦	♥♠
Michaels	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Natural	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Other	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Describe \_\_\_\_\_

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3-Level Style (Seat/Vul) sensitive to VUL  
& seat; aggressive @ 1st FAV / 3rd any  
Resp \_\_\_\_\_  
4-Level Style wide-ranging  
Resp \_\_\_\_\_  
4♣/4♦ Tfr ☐ Other 4m = mini-KC

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4♣ Gerber: Directly over NT ☒ Over NT Seq ☐ Non-NT Seq ☐  
4NT: Blackwood ☐ RKC 0314 ☒ RKC 1430 ☐ Mini-KC vs (0-7) or preempt  
Control Bids 1st/2nd  
Vs Interference PODI and PORI, PEDO (step retention)  
Other \_\_\_\_\_

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Suits _____ NT <input type="checkbox"/> Standard - Attitude <input type="checkbox"/> <input type="checkbox"/> Standard - Count <input type="checkbox"/> <input checked="" type="checkbox"/> Upside Down - Attitude <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> Upside Down - Count <input checked="" type="checkbox"/> Exceptions: <u>J = LO T1 suits</u> Other Carding: <u>@NT T1: Standard</u> Smith Echo: Suits <input type="checkbox"/> NT <input checked="" type="checkbox"/> Reverse <input checked="" type="checkbox"/> Std. present (remainder) CT Trump Signals <u>optional SP</u>	Primary Signals to: _____ Declarer's Lead _____ Partner's Lead _____ <input type="checkbox"/> Attitude <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> Count <input type="checkbox"/> <input type="checkbox"/> Suit Preference <input type="checkbox"/> Exceptions <u>Lots eg K&lt;5suit=ask SP/(CT)</u> First Discard: Std <input type="checkbox"/> Upside Down <input type="checkbox"/> Lavinthal <input type="checkbox"/> Odd/Even <input checked="" type="checkbox"/> Other <input type="checkbox"/> Std. present (remainder) CT
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CIRCLE CARD LED (if not bold):  
Length Leads: 4<sup>th</sup> ☒ 3<sup>rd</sup>/5<sup>th</sup> ☐ 3<sup>rd</sup>/Low ☒  
Attitude ☐ Small from xx ☐  
X x x x X x X x x x x x  
H x X H x X H x x x  
After 1<sup>st</sup> Trick: Std H, Occ 2nd thru Decl  
Honor Leads:  
A K x (+) Varies ☒ K asks SP/(CT)  
K Q x Q J x J T x T 9 x  
Interior Seq:  
K J T x K T 9 x Q T 9 x  
Exceptions: Partner's/opps' 4+ suit

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CIRCLE CARD LED (if not bold):  
Length Leads: 4<sup>th</sup> ☐ 3<sup>rd</sup>/5<sup>th</sup> ☐ 3<sup>rd</sup>/Low ☐  
Attitude ☒ 2<sup>nd</sup> from xxxx(+) ☒  
x x X x x x X x x x X x x x  
H x X H x X H x x x  
After 1<sup>st</sup> Trick: Std H, Occ 2nd thru Declarer  
Honor Leads:  
A K J x (+) Varies ☒ K?unblock/CT  
K Q J x K Q T 9 Q J T x J T 9 x  
Interior Seq:  
A Q J x A J T 9 A T 9 x Q T 9 x  
Exceptions: Partner's/opps' 4+ suit

Names **Michel Lorber & Zygmunt Marcinski**

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General Approach: Strong club, many coded responses (often xfers) + relays  
Min Expected HCP when Balanced: Opening 11(12) Responding 3-7  
Forcing Open: 1♣ ☒ 2♣ ☐ Other ☐ 1NT Open: Str ☒ Wk ☐ Variable ☒  
Bids That May Require Preparation 1♦=0+♦, NF; 1♦-1M=F1, 4+oM (1♣<4♣; 1♥=  
5+♥'s possible); 2♦/1♦=<GI 4+♠+h! OR GI <4M/6m [LS(4+5)] OR GF+ LS55

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1♣ Min Length: 5 ☐ 4 ☐ 3 ☐ NF2 ☐ (4432 only ☐ NF1 ☐ NF0 ☐ Art F ☒  
Resp 1♥=5+♠/BAL(8-10)/14+; 1♠=5+♥/UNB(8-10)/14+ Transfer Resp ☒  
2♣=6+♦ (or 6♣4y (8-10)/14+); 2♦=6+♠; 2x/3x=UNB (11-13); X = (5/6-7) any

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1♦ ART, any (0-7) \_\_\_\_\_ Bypass 5+ ☐ Raises  
1NT 11-13 to BAL Single: NF ☐ Inv+ ☐ GF ☐  
2NT 11-13 to SPL ☒ Jump: Wk ☐ Mixed ☐ Inv ☐  
After Overcall: Wk ☐ Mixed ☐ Inv ☐

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1♦ Min Length: 5 ☐ 4 ☐ 3 ☐ Unbal ☐ NF2 ☐ NF1 ☐ NF0 ☒ Art F ☐  
Resp 1M=4+oM(1♣<4♣); 2♠=GF relay; 2♦ = see above Same as over 1♣ ☐  
2M=6+♠/♦ GI+; 2N=<GI 6+m/7+M SI; 3♣=GI SL(54)+; 3♦=GI SL55; 3♥=GF+ SL55

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1♥/♠ Art Raises: 2NT ☒ 3NT ☒ Splinter ☒  
Other 2(M-1)= weak M / GI; 2M=const.  
Drury 2♣ ☒ 2♦ ☐ In Comp ☐  
Jump Raise: Weak ☒ Mixed ☒ Inv ☐  
After Overcall: Weak ☒ Mixed ☒ Inv ☐

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1NT 14 to 16 (Seat/Vul 34/UNF) 1NT 15 to 17 (Same Resp: Y ☒ N ☐)  
5-Card Major ☒ Sys On vs most 2♣ 3♣ GF Puppet Stayman  
2♣: Stayman ☒ Puppet ☐ Other ☐ 3♦ SPL ♥<4♠ (54)(55)(64)m's  
2♦: Nat ☐ Tfr ☒ Other \_\_\_\_\_ 3♥ SPL ♠+3♥, (54)(55)(64)m's  
2♥: Nat ☐ Tfr ☒ Other \_\_\_\_\_ 3♠ SPL ♠<3♥'s, (55)(64)m's  
2♠: Nat ☐ Tfr ☐ Other GI/♠'s/♦'s GI Other No "Garbage Stay"; Smolen (var.)  
2NT: Nat ☐ Tfr ☐ Other m's/♦ not GI PH: 2♣="Puppet"; 3m= 6m GI; 3M=SPL  
Smolen ☒ Tfr: 4♣ ☐ 4♦ ☒ 4♥ ☒  
Dbl: Neg ☒ Pen ☐ Other Runouts Lebensohl ☒ Xfer

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2NT 55m's to <11 HCP Puppet ☐ 3♠ ☐ 3♥ = GF relay; 3♠ = NAT, F1  
Conv ☒ Tfr: 3 Lvl ☐ 4 Lvl ☐ Neg Dbl ☐ Other \_\_\_\_\_

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3NT SOLID to 6/7m One suit ☐ + A/K; 4♦ & 4N = specialized asks

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2♣ 9 to 16 6+♠, 4M ok; 2♥=GF Steps ☐ 2♦=4+♥ 2♥ Neg ☐  
Very Str ☐ Str ☐ Nat ☒ Conv ☐ Other 4♦=KC; 3♠=limit; 3y=GI NF

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2♦ 9 to 16 6+♦ 4M ok; 2♥=GF relay; 3♦=lim New Suit NF ☐  
Wk ☐ Int ☒ Str ☐ Conv ☐ Rebids over 2NT Other 4♣=KC

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2♥ up to 10+ 6♥; 3♣=6+m/55m's; 3♦=GI(♥) New Suit NF ☐  
Wk ☒ Int ☐ Str ☐ 2 Suits ☐ Rebids over 2NT Mod. Ogust Other 4♣=KC

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2♠ up to 10+ 6♠; 3♠=♥; 3♦=6m/55m; 3♥=GI(♠) New Suit NF ☐  
Wk ☒ Int ☐ Str ☐ 2 Suits ☐ Rebids over 2NT Mod. Ogust Other 4♣=KC

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Jump Shift Resp In competition: many xfers + FSJ's + FNJ's  
Vs (Very)Str Open Suction \_\_\_\_\_ NMF ☐ 2Way NMF ☐ XYZ ☒ 4<sup>th</sup> SF: 1Rnd ☐ GF ☒  
3♠/1♦=solid 7+m; /strong 1♠: X(UPH)=strong; NT advance = CUE  
"don't lead my suit" X's; Lebensohl after TOX/♠'s; Range Stayman / 1NT balance