



### SPECIAL DOUBLES

After Overcall: **Penalty** ☐ \_\_\_\_\_  
Negative ☐ thru 4♥  
Responsive ☐ : thru 4♦ Maximal ☐  
Support: Dbl. ☐ thru 3♥ Redbl ☐  
Card-showing ☐ Min. Offshape T/O ☐  
Snapdragon Elwell

### SIMPLE OVERCALL

1 level 7 to 17 HCP (usually)  
often 4 cards ☐ very light style ☐  
**Responses**  
New Suit: Forcing ☐ NFConst ☐ NF ☐  
Jump Raise: Forcing ☐ Inv. ☐ Weak ☐  
comp auction, 2NT=4cd LR+ of H/S

### JUMP OVERCALL

Strong ☐ Intermediate ☐ Weak ☐

### OPENING PREEMPTS

Sound Light Very Light  
3/4-bids ☐ ☐ ☐  
Conv./Resp. 4♣ (or 4♦) keyword

### DIRECT CUEBID

OVER: Minor Major  
Natural ☐ ☐  
Strong T/O ☐ ☐  
Michaels ☐ ☐  
Natural vs short minor

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

Kickback for Majors Minorwood

Exclusion Blackwood

vs Interference: DOPI ☐ DEPO ☐ Level: \_\_\_\_\_ ROPI ☐

**LEADS** (circle card led, if not in bold)

versus Suits	versus Notrump
<b>x x</b> x x x <b>(x)</b>	<b>x x</b> <b>(x)</b> x x
x x <b>(x)</b> x x x <b>(x)</b> x	<b>(x)</b> x x <b>(x)</b> x x x
<b>(A)</b> K x <b>T</b> 9 x	A <b>K</b> J x A <b>Q</b> J x
<b>K</b> Q x <b>K</b> <b>J</b> T x	A <b>J</b> T 9 A <b>T</b> 9 x
<b>Q</b> J x <b>K</b> <b>T</b> 9 x	<b>K</b> Q J x <b>K</b> <b>Q</b> T 9
<b>J</b> T 9 <b>Q</b> <b>T</b> 9 x	<b>Q</b> J T x <b>Q</b> <b>T</b> 9 x
<b>K</b> <b>Q</b> T 9	<b>J</b> T 9 x <b>T</b> 9 x x

### LENGTH LEADS:

4th Best vs SUITS ☐ vs NT ☐  
3rd/5th Best vs SUITS ☐ vs NT ☐  
Vs NT, A/Q=attitude, K=attitude vs NT ☐

**Primary signal to partner's leads**

Attitude ☐ Count ☐ Suit preference ☐

### NOTRUMP OVERCALLS

Direct: 15 to 18 Systems on ☐  
Conv. ☐ \_\_\_\_\_  
Balancing: 11 to 17  
Jump to 2NT: Minors ☐ 2 Lowest ☐  
Conv. ☐ Range Ask Stayman

### DEFENSE VS NOTRUMP

vs:  
2♣ one minor or Major/minor  
2♦ both Majors  
2♥ ♥  
2♠ ♠  
Dbl: Equal+ hand  
Other 2NT=both minors  
systems on after we DBL

### 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 Reverse Bergen, Drury

### VS Opening Preempts Double Is

Takeout ☐ thru 4♥ Penalty ☐  
Conv. Takeout: \_\_\_\_\_  
Lebensohl 2NT Response ☐  
Other: Leaping Michaels

### 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 ☐ ☐

NAMES JUDY HARRIS - JULIE SMITH

### 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 DBL, 2♣  
2♣ Stayman ☐ Puppet ☐  
2♦ Transfer to ♥ ☐ 4♦, 4♥ Transfer ☐  
Forcing Stayman ☐ Smolen ☐  
2♥ Transfer to ♠ ☐ Lebensohl ☐ (\_\_\_\_ denies)  
2♠ trfr to ♣ \_\_\_\_\_ Neg. Double ☐ 2-3 LVL  
2NT trfr to D (or CDwk) Other: 4♠ = minors

2NT 20 to 21  
Puppet Stayman ☐  
**Transfer Responses:**  
Jacoby ☐ Texas ☐  
3♠ trfr to 3NT  
3NT=5/4 minors  
3NT \_\_\_\_\_ to \_\_\_\_\_  
Gamble (ACOL in 4th)

**Conventional NT Openings**  
2NT-4♠=MSS  
Baze

### 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: Reverse Bergen  
1NT: Forcing ☐ Semi-forcing ☐  
2NT: Forcing ☐ Inv. ☐ \_\_\_\_\_ to \_\_\_\_\_  
3NT: \_\_\_\_\_ to \_\_\_\_\_  
Drury ☐: Reverse ☐ 2-Way ☐ Fit ☐  
Other: 3NT=preempt w 3 controls  
Spiral, 2-way game tries

### 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: 6-10  
Frequently bypass 4+♦ ☐  
1NT/1♣ \_\_\_\_\_ 8 \_\_\_\_\_ to \_\_\_\_\_ 10  
2NT Forcing ☐ Inv. ☐ \_\_\_\_\_ 11 \_\_\_\_\_ to \_\_\_\_\_ 12  
3NT: \_\_\_\_\_ 13 \_\_\_\_\_ to \_\_\_\_\_ 15  
Other J/S other minor=LR+

### 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♥=negative
2♦ <u>5</u> to <u>11</u> HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	Ogust 2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>
2♥ <u>5</u> to <u>11</u> HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	Ogust 2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>
2♠ <u>5</u> to <u>11</u> HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	Ogust 2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>

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

Weak Jump Shifts: In Comp. ☐ Not in Comp. ☐

4th Suit Forcing: 1 Rd. ☐ Game ☐ Unusual vs Unusual

Mathe vs Strong Club Equal Level Conversion

Flannery Defense Sandwich NT PH only 2♥/2♠ reverse flannery over 1m

In a competitive auction, 2NT=4cd LR+ of our Major

### SPECIAL CARDING

### PLEASE ASK