

SPECIAL DOUBLES

After Overcall: Penalty _____
 Negative thru (4♠) _____
 Responsive : thru (4♦) _____ Maximal
 Support: Dbl. thru (2♥) _____ Redbl
 Card-showing Min. Offshape T/O

SIMPLE OVERCALL

1 level 8 _____ to 16 _____ HCP (usually)
 often 4 cards very light style
Responses
 New Suit: Forcing NFConst NF
 Jump Raise: Forcing Inv. Weak
 QB=LR+. Transfer Advances over any Resp-Dble.

JUMP OVERCALL

Strong Intermediate Weak
 Weak in direct; Intermediate in bal.

OPENING PREEMPTS

Sound Light Very Light
 3/4-bids
 Conv./Resp. Int. when balancing.

DIRECT CUEBID

OVER:	Minor	Major
Natural	<input type="checkbox"/>	<input type="checkbox"/>
Strong T/O	<input type="checkbox"/>	<input type="checkbox"/>
Michaels	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

SLAM CONVENTIONS

Gerber : 4NT: Blackwood RKC 1430
 5NT or other King-ask for Specific-Kings, 5NT answer=2 x KeyCards plus void.

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)(T)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

xxx, lead the least confusing. Odd, lead low.

Primary signal to partner's leads

Attitude Count Suit preference

SPECIAL CARDING

NOTRUMP OVERCALLS

Direct: 16 _____ to 19 _____ Systems on
 Conv. Systems OFF over Dble _____
 Balancing: 11 _____ to 15 _____
 Jump to 2NT: Minors 2 Lowest
 Conv. Systems OFF over Dble _____

DEFENSE VS NOTRUMP

VS:	10-15 NT dir	14-18 NT dir+bal
2♣ minors	<input type="checkbox"/>	<input type="checkbox"/>
2♦ majors	<input type="checkbox"/>	<input type="checkbox"/>
2♥♥	<input type="checkbox"/>	<input type="checkbox"/>
2♠♠	<input type="checkbox"/>	<input type="checkbox"/>
Dbl: Pen (14+)	<input type="checkbox"/>	<input type="checkbox"/>
Other	<input type="checkbox"/>	<input type="checkbox"/>

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	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Minors	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Other	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

VS Opening Preempts Double Is

Takeout thru 4♥ _____ Penalty
 Conv. Takeout: _____
 Lebensohl 2NT Response
 Other: _____

DEFENSIVE CARDING

	vs SUITS	vs NT
Standard:	<input type="checkbox"/>	<input type="checkbox"/>
Except <input checked="" type="checkbox"/>		
Upside-Down:		
count	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
attitude	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

FIRST DISCARD

Lavinthal
 Odd/Even
 UpsideDown Discards

OTHER CARDING

Smith Echo
 Trump Suit Pref.
 Foster Echo

PLEASE ASK

NAMES

Ian Findlay (K 250-458-8) Allan Simon

GENERAL APPROACH

2/1 FG (CC version as at 2026-March)

Two Over One: Game Forcing Game Forcing Except When Suit Rebid
 VERY LIGHT: Openings 3rd Hand Overcalls Preempts
 FORCING OPENING: 1♣ 2♣ Natural 2Bids Other

NOTRUMP OPENING BIDS

1NT 15 _____ to 17 _____
 15 _____ to 17 Vul _____
 5-card Major common
 System on over (2♣) only
 2♣ Stayman Puppet
 2♦ Transfer to ♥ 4♦, 4♥ Transfer
 Forcing Stayman Smolen
 2♥ Transfer to ♠ Lebensohl (fast denies)
 2♠ MSS (both m) wk or FG Neg. Double
 2NT >3♣ m-weak or m-FG+ Other: _____

2NT 22 _____ to 24 _____

Puppet Stayman

Transfer Responses:

Jacoby Texas
 3♠ >3NT, 3N=>4C 4C=>4D,
 Zecklorf

3NT Gamble to seat 1,2

4♦=ask. Play in seat 3,4

Conventional NT Openings

Aft Stay, 3OM=x-sing FG, 4♦=bal
 Garb Stay, Texas if jump over 2NT.

MAJOR OPENING

Expected Min. Length	4	5
1st/2nd	<input type="checkbox"/>	<input checked="" type="checkbox"/>
3rd/4th	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

RESPONSES

Double Raise: Force Inv. Weak
 After Overcall: Force Inv. Weak
 Conv. Raise: 2NT 3NT Splinter
 Other: Kokish 2Way-GT, MiniSplinter 7+.
 1NT: Forcing Semi-forcing
 2NT: Forcing Inv. PH 1♥2♠ to 5-5 in m
 3NT: 13-15 to Drury 2♣=3
 Drury : Reverse 2-Way Fit
 Other: 1♥-2♠, 3♠=wk;

MINOR OPENING

Expected Min. Length	4	3	0-2	Conv.
1♣	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
1♦	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

RESPONSES

Double Raise: Force Inv. Weak
 After Overcall: Force Inv. Weak
 Forcing Raise: J/S in other minor
 Single raise Other: nat FG, 2NT sing-ask
 Frequently bypass 4+♦
 1NT/1♣ 8-9 to 1♦-3♠=CX ♦-LimR
 2NT Forcing Inv. 10+12 to _____
 3NT: 13-15 to 1♣-1♦=3+cd
 Other 1♣-2♦=CX ♣-LimR; 1m-2M, 3M=wk

DESCRIBE

RESPONSES/REBIDS

2♣ 20 _____ to + _____ HCP Strong <input checked="" type="checkbox"/> Other <input type="checkbox"/> 2♦ Resp: Neg <input type="checkbox"/> Waiting <input checked="" type="checkbox"/>	bal 20+ or 9 trks Kokish-Relay.
2♦ 3-9 NV to 5-11 V HCP Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	Weak 2NT=bal 15-17 F0, 3♣=art ♦-fit IG+ 2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>
2♥ 3-9 NV to 5-11 V HCP Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	Weak Grade ABC, 3♥=2 of T3H 2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/>
2♠ 3-9 NV to 5-11 V HCP Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	Weak Grade ABC, 3♠=2 of T3H 2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/>

OTHER CONV. CALLS:

New Minor Forcing: 2-Way NMF Full XYZ _____

Weak Jump Shifts: In Comp. Not in Comp. Trf after weak 2 doubled.

4th Suit Forcing: 1 Rd. Game Ser. 3NT, Simon X, Ripstra

4SFG if not XYZ. GoodBad 2NT by Opener+Resp. Unus/Unu Ingerman tr after X

1m-1H-X denies 4S. 1C-1D-X zero or 2 majors.