



SPECIAL DOUBLES

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

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 ☐

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 ☐

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
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 ☐
vs NT A=unblock or count, K=attitude ☐

Primary signal to partner's leads

Attitude ☐ Count ☐ Suit preference ☐

SPECIAL CARDING

NOTRUMP OVERCALLS

Direct: 15 to 18 Systems on ☐
Conv. ☐ _____
Balancing: 11 to 16
Jump to 2NT: Minors ☐ 2 Lowest ☐
Conv. ☐ range ask stayman

DEFENSE VS NOTRUMP

vs:	strong	weak
2♣	MM	MM
2♦	1M	♦
2♥	♥ & ♣ or ♦	♥
2♠	♠ & ♣ or ♦	♠
Dbl:	4M & 5+m	equal +
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 _____

VS Opening Preempts Double Is

Takeout ☐ thru 4♥ Penalty ☐
Conv. Takeout: _____
Lebensohl 2NT Response ☐
Other: leaping/nonleaping michaels

DEFENSIVE CARDING

vs SUITS vs NT
Standard: ☐ ☐ ☐
Except ☐

Upside-Down:
count ☐ ☐
attitude ☐ ☐

FIRST DISCARD

Lavinthal ☐ ☐
Odd/Even ☐ ☐

OTHER CARDING

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

PLEASE ASK

NAMES Gus Axon and 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 X, 2♣
2♣ Stayman ☐ Puppet ☐
2♦ Transfer to ♥ ☐ 4♦, 4♥ Transfer ☐
Forcing Stayman ☐ Smolen ☐
2♥ Transfer to ♠ ☐ Lebensohl ☐ (Fast denies)
2♠ range ask or ♣ Neg. Double ☐
2NT ♦ or ♣ & ♦ Other: _____

2NT 20 to 21
Puppet Stayman ☐
Transfer Responses:
Jacoby ☐ Texas ☐
3♠ 1 or 2 minors

3NT _____ to _____
solid minor

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 ☐ Splitter ☐
Other: double raise=mixed
1NT: Forcing ☐ Semi-forcing ☐
2NT: Forcing ☐ Inv. ☐ _____ to _____
3NT: _____ to _____
Drury ☐: Reverse ☐ 2-Way ☐ Fit ☐
Other: Kokish 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: 1-3=mixed
Frequently bypass 4+♦ ☐
1NT/1♣ _____ to _____
2NT Forcing ☐ Inv. ☐ 11 to 12
3NT: 13 to 15
Other 2♥=rev flannery, 2♠ const rse

DESCRIBE

RESPONSES/REBIDS

DESCRIBE	RESPONSES/REBIDS
2♣ _____ to _____ HCP Strong ☐ Other ☐ 2♦ Resp: Neg ☐ Waiting ☐	2♥=no A or K
2♦ <u>5</u> to <u>10</u> HCP Natural: Weak ☐ Intermediate ☐ Strong ☐ Conv. ☐	Vul 2NT asks feature; NV=ogust 2NT Force ☐ New Suit NF ☐
2♥ <u>5</u> to <u>10</u> HCP Natural: Weak ☐ Intermediate ☐ Strong ☐ Conv. ☐	Vul 2NT asks feature; NV=ogust 2NT Force ☐ New Suit NF ☐
2♠ <u>5</u> to <u>10</u> HCP Natural: Weak ☐ Intermediate ☐ Strong ☐ Conv. ☐	Vul 2NT asks feature; NV=ogust 2NT Force ☐ New Suit NF ☐

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

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

4th Suit Forcing: 1 Rd. ☐ Game ☐

Unusual vs Unusual