

SPECIAL DOUBLES After Overcall: Penalty ☐ Negative ☒ thru 4d Responsive: ☒ thru 3s Maximal ☒ Support: Dbl ☒ thru 2h Rdbl ☒ Card-showing ☐ Min. Offshape T/O ☐		NOTRUMP OVERCALLS Direct: <u>15</u> to <u>18</u> Systems on ☒ Conv. _____ Balance: <u>11</u> to <u>14</u> Jump to 2NT: Minors ☐ 2 Lowest ☒ Conv.sys on over bal,sandw by pas _____		NAMES GENERAL APPROACH <u>2/1, udca</u> 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 ☐																													
SIMPLE OVERCALL 1-level <u>7</u> to <u>16</u> HCP (usually) Often 4 cards ☐ Very light style ☐ Responses New Suit: Forcing ☒ NFConst ☒ NF ☐ Jump Raise: Forcing ☐ Inv. ☐ Weak ☒		DEFENSE VS NOTRUMP vs: <u>cappelletti</u> <u>2♣ one suited</u> <u>2♦ majors</u> <u>2♥ h and minor</u> <u>2♠ s and minor</u> Dbl <u>penalty 15-18</u> Other: <u>2nt minors, sys on</u>		NOTRUMP OPENING BIDS <u>1NT</u> <u>14</u> to <u>17</u> to _____ 5-Card Major Common ☒ System On Over <u>x,2c</u> 2♣ Stayman ☐ Puppet ☐ 2♦ Transfer to ♥ ☒ Forcing Stayman ☐ 2♥ Transfer to ♦ ☒ 2♠ tr to C, C super _____ <u>2NT tr to d,D super</u> 3♣ puppet _____ 3♦ 5/5 minors gf _____ 3♥ h and s 5-5 inv _____ 3♠ h and s 5-5 gf _____ xx- sos _____ 4♦, 4♥ Transfer ☒ Smolen ☒ Lebensohl ☒ (fast denies) Negative Double ☒																													
JUMP OVERCALL Strong ☐ Intermediate ☐ Weak ☒		OVER OPP'S T/O DOUBLE New Suit Forcing: 1-level ☐ 2-level ☐ Redouble implies no fit ☒ 2NT Over Limit + Limit Weak Majors ☐ ☐ ☐ Minors ☒ ☐ ☐ Other: _____		TRANSFER RESPONSES: 3♠ MSS _____ 3NT _____ to _____ gambling, 0 controls Conventional NT Openings																													
OPENING PREEMPTS Sound ☒ Light ☒ Very Light ☐ 3/4-bids ☒ Conv./Resp. _____		VS OPENING PREEMPT DOUBLE IS Takeout ☒ thru <u>4h</u> Penalty ☐ Conv. Takeout: _____ Lebensohl 2NT Response ☒ Other: _____		MAJOR OPENING Expected Min. Length <u>4</u> <u>5</u> 1st/2nd ☐ ☒ 3rd/4th ☒ ☒ RESPONSES Double Raise: Force ☐ Inv. ☐ Weak ☒ After Overcall: Force ☐ Inv. ☐ Weak ☒ Conv. Raise: 2NT ☒ 3NT ☐ Splinter ☒ Other: <u>jacoby 2nt, bergen</u> 1NT: Forcing ☒ Semi-forcing ☐ 2NT: Forcing ☒ Inv. ☐ to _____ 3NT: <u>13</u> to <u>15</u> Drury ☒ : Reverse ☒ 2-Way ☒ Fit ☐ Other: <u>kokish GT, xyz,constr raise</u>																													
DIRECT CUEBID Over: Minor Major Natural ☐ ☐ Strong T/O ☐ ☐ Michaels ☒ ☒		SLAM CONVENTIONS Gerber ☒ 4NT: Blackwood ☐ RKC ☐ 1430 ☒ <u>specific K, minorwood,gerber 1430</u>		MINOR OPENING Expected Min. Length <u>4</u> <u>3</u> <u>NF</u> <u>0-2</u> Conv. ☐ 1♣ ☐ ☐ ☐ 1♦ ☒ ☒ ☐ RESPONSES Double Raise: Force ☐ Inv. ☐ Weak ☒ After Overcall: Force ☐ Inv. ☐ Weak ☒ Forcing Raise: J/S in other minor ☒ Single raise ☒ Other: <u>12+</u> Frequently bypass 4+♦ ☒ 1NT/1♣: <u>7</u> to <u>10</u> 2NT: Forcing ☐ Inv. ☐ <u>11</u> to <u>12</u> 3NT: <u>13</u> to <u>15</u> Other: <u>inv min gf,xyz,wsj</u>																													
vs. Interference: DOPI ☒ DEPO ☐ Level: _____ ROPI ☒		LEADS (click card led, if not in bold) versus Suits <table><tr><td>x x</td><td>x x x x</td></tr><tr><td>x x x</td><td>x x x x x</td></tr><tr><td>A K x</td><td>10 9 x</td></tr><tr><td>K Q x</td><td>K J 10 x</td></tr><tr><td>Q J x</td><td>K 10 9 x</td></tr><tr><td>J 10 x</td><td>Q 10 9 x</td></tr><tr><td>K Q 10 9</td><td></td></tr></table> versus Notrump <table><tr><td>x x</td><td>x x x x</td></tr><tr><td>x x x</td><td>x x x x x</td></tr><tr><td>A K J x</td><td>A Q J x</td></tr><tr><td>A J 10 9</td><td>A 10 9 8</td></tr><tr><td>K Q J x</td><td>K Q 10 9</td></tr><tr><td>Q J 10 x</td><td>Q 10 9 8</td></tr><tr><td>J 10 9 x</td><td>10 9 8 x</td></tr></table> Length Leads: 4th Best vs Suits ☒ vs NT ☒ 3rd/5th Best vs Suits ☐ vs NT ☐ k=c a=att Attitude vs NT ☐		x x	x x x x	x x x	x x x x x	A K x	10 9 x	K Q x	K J 10 x	Q J x	K 10 9 x	J 10 x	Q 10 9 x	K Q 10 9		x x	x x x x	x x x	x x x x x	A K J x	A Q J x	A J 10 9	A 10 9 8	K Q J x	K Q 10 9	Q J 10 x	Q 10 9 8	J 10 9 x	10 9 8 x	DEFENSIVE CARDING vs Suits vs NT Standard: ☐ ☐ Except ☐ _____ Upside-Down Count ☒ ☒ Upside-Down Attitude ☒ ☒ FIRST DISCARD Lavinthal ☐ ☐ Odd/Even ☐ ☐ OTHER CARDING Smith Echo ☐ ☐ Trump Suit Pref. ☐ ☐ Foster Echo ☐ ☐	
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Primary signal to partner's leads Attitude ☒ Count ☐ Suit Preference ☐		SPECIAL CARDING ☐ PLEASE ASK		DESCRIBE 2♣22+ to _____ HCP Strong ☒ Other ☐ 2♦ Response: Neg ☐ Waiting ☐ 2♦ 6 to 10 HCP Natural: Weak ☒ Intermediate ☐ Strong ☐ Conv ☐ 2♥ 6 to 10 HCP Natural: Weak ☒ Intermediate ☐ Strong ☐ Conv ☐ 2♠ 6 to 10 HCP Natural: Weak ☒ Intermediate ☐ Strong ☐ Conv ☐ OTHER CONV CALLS: New Minor Forcing ☐ 2-Way NMF ☐ <u>xyz</u> Weak jump shifts: In Comp. ☒ Not In Comp. ☐ 4th Suit Forcing: 1 Round ☐ To Game ☒ <u>wq, leb on rev, spirral (2nt), Mathe over strong 1c</u>																													
				RESPONSES/REBIDS <u>2d A or K, 2h bust</u> <u>2nt -h</u> <u>ogust</u> 2NT Force ☒ New Suit NF ☐ <u>ogust</u> 2NT Force ☒ New Suit NF ☐ <u>ogust</u> 2NT Force ☒ New Suit NF ☐																													