

SPECIAL DOUBLES After Overcall: Penalty ☐ Negative ☒ thru 3s Responsive: ☒ thru 3s Maximal ☐ Support: Dbl ☒ thru 2s Rdbl ☒ Card-showing ☐ Min. Offshape T/O ☐	NOTRUMP OVERCALLS Direct: 15 to 18 Systems on ☒ Conv. _____ Balance: 10 to 14 _____ Jump to 2NT: Minors ☐ 2 Lowest ☒ Conv.sys on _____																												
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 ☒	DEFENSE VS NOTRUMP vs: cappelletti _____ 2♣ one suited _____ 2♦ majors _____ 2♥ h and minor _____ 2♠ s and minor _____ Dbl penalty 15-18 _____ Other: 2nt minors _____																												
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: bid of maj over doub shows 5																												
OPENING PREEMPTS Sound ☒ Light ☒ Very Light ☐ 3/4-bids ☒ Conv./Resp. _____	VS OPENING PREEMPT DOUBLE IS Takeout ☒ thru 4h Penalty ☐ Conv. Takeout: _____ Lebensohl 2NT Response ☒ Other: _____																												
DIRECT CUEBID Over: Minor ☐ Major ☐ Natural ☐ Strong T/O ☐ Michaels ☒ ☒																													
SLAM CONVENTIONS Gerber ☒ 4NT: Blackwood ☐ RKC ☐ 1430 ☒ k ask number of ks, minorwood _____																													
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><td>x x</td><td>x x x x</td></tr><tr><td>x x x</td><td>x x x x x</td><td>x x x</td><td>x x x x x</td></tr><tr><td>A K x</td><td>10 9 x</td><td>A K J x</td><td>A Q J x</td></tr><tr><td>K Q x</td><td>K J 10 x</td><td>A J 10 9</td><td>A 10 9 8</td></tr><tr><td>Q J x</td><td>K 10 9 x</td><td>K Q J x</td><td>K Q 10 9</td></tr><tr><td>J 10 x</td><td>Q 10 9 x</td><td>Q J 10 x</td><td>Q 10 9 8</td></tr><tr><td>K Q 10 9</td><td>J 10 9 x</td><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 ☐ Attitude vs NT ☐	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	10 9 x	A K J x	A Q J x	K Q x	K J 10 x	A J 10 9	A 10 9 8	Q J x	K 10 9 x	K Q J x	K Q 10 9	J 10 x	Q 10 9 x	Q J 10 x	Q 10 9 8	K Q 10 9	J 10 9 x	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 ☐ ☐
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	10 9 x	A K J x	A Q J x																										
K Q x	K J 10 x	A J 10 9	A 10 9 8																										
Q J x	K 10 9 x	K Q J x	K Q 10 9																										
J 10 x	Q 10 9 x	Q J 10 x	Q 10 9 8																										
K Q 10 9	J 10 9 x	J 10 9 x	10 9 8 x																										
Primary signal to partner's leads Attitude ☐ Count ☐ Suit Preference ☐																													
SPECIAL CARDING ☐ PLEASE ASK																													

NAMES	GENERAL APPROACH
2/1	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	NOTRUMP OPENING BIDS
1NT 15 to 17 to _____ 5-Card Major Common ☒ System On Over x, 2c 2♣ Stayman ☒ Puppet ☐ 2♦ Transfer to ♥ ☒ 2♥ Transfer to ♠ ☒ 2♠ tr to C 2n super 2NT tr to d 2c super	3♣ puppet 3♦ 5-5 min gf 3♥ 3*1 4/5 gf 3♠ 1-3 45 gf 4♦, 4♥ Transfer ☒ Smolen ☒ Lebensohl ☒ (fast denies) Negative Double ☒ 2NT 20 Pup Trans Jac 3♠ mss 3NT gambling Conven
MAJOR OPENING	MINOR OPENING
Expected Min. Length 4 5 1st/2nd ☐ ☒ 3rd/4th ☐ ☒	Expected Min. Length 1♣ 1♦
RESPONSES Double Raise: Force ☐ Inv. ☐ Weak ☒ After Overcall: Force ☐ Inv. ☐ Weak ☒ Conv. Raise: 2NT ☒ 3NT ☐ Splinter ☒ Other: jacoby 2nt, bergen 1NT: Forcing ☒ Semi-forcing ☐ 2NT: Forcing ☒ Inv. ☐ to _____ 3NT: _____ to _____ Drury ☒ : Reverse ☒ 2-Way ☐ Fit ☐ Other: kokish spiral	RESPONSES Double Raise: Force ☐ Inv. ☐ After Overcall: Force ☐ Inv. ☐ Forcing Raise: J/S in other Single raise ☒ Other: 12+ Frequently bypass 4+♦ ☐ 1NT/1♣: 6 to 10 2NT: Forcing ☐ Inv. ☐ 11 to 3NT: 13 to 15 Other: inverted minors, cris
DESCRIBE	RESPONSES
2♣ 22+ to _____ HCP Strong ☒ Other ☐ 2♦ Response: Neg ☐ Waiting ☐ 2♦ 116 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 ☐	2d A or K c 2h no A or ogust ronf 2NT Force ogust 2NT Force ogust 2NT Force
OTHER CONV CALLS: New Minor Forcing ☒ 2-Way NMF ☐ Weak jump shifts: In Comp. ☒ Not In Comp. ☒ 4th Suit Forcing: 1 Round ☐ To Game ☒ western q, u v u	