


SPECIAL DOUBLES

After Overcall: **Penalty** ☐

Negative ☐ thru 4 

Responsive ☐: thru _____ Maximal ☐

Support: Dbl. ☒ thru _____ Redbl ☒

Card-showing ☒ Min. Offshape T/O ☐

SIMPLE OVERCALL

1 level 7 to 16 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 Artif. Bid

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

x x	x x x x
x x x	x x x x x
A K x	T 9 x
K Q x	K J T x
Q J x	K T 9 x
J T 9	Q T 9 x
K Q T 9	_____

versus Notrump

x x	x x x x
x x x	x x x x x
A K J x	A Q J x
A J T 9	A T 9 x
K Q J x	K Q T 9
Q J T x	Q T 9 x
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 ☒

Primary signal to partner's leads

Attitude ☐ Count ☒ Suit preference ☐

NOTRUMP OVERCALLS

Direct: 15 to 18 Systems on ☐

Conv. ☐









Balancing: 11 to 15

Jump to 2NT: Minors ☐ 2 Lowest ☒

Conv. ☐

DEFENSE VS NOTRUMP

vs:

2 	Strong	Weak
2 	Both majors	Both majors
2 	One major	One major
2 	 & minor	 & minor
Dbl:	 & minor	 & minor
Other	5+, 4 M m	12+ point

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: _____

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 ☐ ☐

SPECIAL CARDING

PLEASE ASK



NAMES

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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


5-card Major common ☒


System on over _____


2  Stayman ☐ Puppet ☒


2  Transfer to  ☒ Forcing Stayman ☐



2  Transfer to  ☒



2  transfer _____



2NT  transfer _____

3  Puppet _____

3  Both major slam int.

3  Short no 4 cards 

3  Short no 4 cards 

4   Transfer ☒

Smolen ☒

Lebensohl (_____ denies)

Neg. Double ☒: _____


Other: _____

2NT 19 to 22

Puppet Stayman ☒

Transfer Responses:

Jacoby ☐ Texas ☒

3  Minor or both _____

3NT _____ to _____

Gambling _____

Conventional NT Openings

MAJOR OPENING


Expected Min. Length 4 5


1st/2nd ☐ ☒

3rd/4th ☒ ☐

MINOR OPENING

Expected Min. Length 4 3 0-2 Conv.

1  ☐ ☒ ☐

1  ☒ ☐ ☐

RESPONSES

Double Raise: Force ☐ Inv. ☐ Weak ☒

After Overcall: Force ☐ Inv. ☐ Weak ☒

Conv. Raise: 2NT ☒ 3NT ☐ Splitter ☒

Other: Bergen

1NT: Forcing ☒ Semi-forcing ☒

2NT: Forcing ☐ Inv. ☐ 13 to plus

3NT: 12 to 14 3 cards fit

Drury ☒: Reverse ☐ 2-Way ☐ Fit ☐

Other: One way


RESPONSES


Double Raise: Force ☐ Inv. ☐ Weak ☒

After Overcall: Force ☐ Inv. ☐ Weak ☒

Forcing Raise: J/S in other minor ☐

Single raise ☐ Other: Inverted

Frequently bypass 4+  ☐


1NT/1  8 to 10

2NT Forcing ☐ Inv. ☐ _____ to _____


3NT: 13 to 15

Other _____


DESCRIBE

2  22 to plus HCP

Strong ☒ Other ☐


2  Resp: Neg ☐ Waiting ☐

Controls


2  6 to 11 HCP


Natural: Weak ☐ Intermediate ☐ Strong ☐ Conv. ☒

Weak in one of the majors


2  6 to 11 HCP

Natural: Weak ☐ Intermediate ☐ Strong ☐ Conv. ☒




 & any

2  6 to 11 HCP

Natural: Weak ☐ Intermediate ☐ Strong ☐ Conv. ☒

 & any

RESPONSES/REBIDS

2  0-1/2  2/2  3+

2NT Force ☒ New Suit NF ☐

2NT Force ☒ New Suit NF ☐

2NT Force ☒ New Suit NF ☐

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

Weak Jump Shifts not in Comp. ☒ 4th Suit Forcing: 1 Round ☐ Game ☒