

**SPECIAL DOUBLES**  
 After Overcall: Penalty  \_\_\_\_\_  
 Negative  thru 4♥  
 Responsive:  thru 3♣ Maximal   
 Support: Dbl  thru 2♠ Rdbl   
 Card-showing  Min. Offshape T/O

**SIMPLE OVERCALL**  
 1-level 6 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  
 Natural    
 Strong T/O    
 Michaels

**SLAM CONVENTIONS** Gerber  4NT: Blackwood  RKC  1430   
 Gerber over 1NT & 2NT openings, responses, and rebids  
 Minor Wood; Grand slam force

vs. Interference: DOPI  DEPO  Level: D=0, P=1, Next suit=2, etc. ROPI

**LEADS** (click card led, if not in bold)  
 versus Suits versus Notrump  

<b>X</b> x	x x x x	<b>X</b> x	x x x <b>X</b>
x x <b>X</b>	x x x <b>X</b> x	x x x	x x x <b>X</b> x
<b>A</b> <b>K</b> x	<b>10</b> 9 x	<b>A</b> <b>K</b> J x	<b>A</b> <b>Q</b> J x
<b>K</b> <b>Q</b> x	<b>K</b> <b>J</b> 10 x	<b>A</b> <b>J</b> 10 9	<b>A</b> <b>10</b> 9 8
<b>Q</b> J x	<b>K</b> <b>10</b> 9 x	<b>K</b> <b>Q</b> J x	<b>K</b> <b>Q</b> 10 9
<b>J</b> 10 x	<b>Q</b> <b>10</b> 9 x	<b>Q</b> J 10 x	<b>Q</b> <b>10</b> 9 8
<b>K</b> <b>Q</b> 10 9		<b>J</b> 10 9 x	<b>10</b> 9 8 x

**Length Leads:**  
 4th Best vs Suits  vs NT   
 3rd/5th Best vs Suits  vs NT   
 Attitude vs NT

**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

**SPECIAL CARDING**  PLEASE ASK

**NOTRUMP OVERCALLS**  
 Direct: 15 to 18 Systems on   
 Conv. \_\_\_\_\_  
 Balance: 11 to 15  
 Jump to 2NT: Minors  2 Lowest   
 Conv. \_\_\_\_\_

**DEFENSE VS NOTRUMP**  
 vs: \_\_\_\_\_  
 2♣ H+S \_\_\_\_\_  
 2♦ D \_\_\_\_\_  
 2♥ H \_\_\_\_\_  
 2♠ S \_\_\_\_\_  
 Dbl Penalty \_\_\_\_\_  
 Other: \_\_\_\_\_

**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: Weak jump raise & jump shift

**VS OPENING PREEMPT DOUBLE IS**  
 Takeout  thru 4♥ Penalty   
 Conv. Takeout: \_\_\_\_\_  
 Lebensohl 2NT Response   
 Other: \_\_\_\_\_

**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**  
 1NT \_\_\_\_\_  
 15 to 17 \_\_\_\_\_  
 \_\_\_\_\_ to \_\_\_\_\_  
 5-Card Major Common   
 System On Over Dbl, 2C \_\_\_\_\_  
 2♣ Stayman  Puppet   
 2♦ Transfer to ♥  Forcing Stayman   
 2♥ Transfer to ♠   
 2♠ -> 3♣ \_\_\_\_\_  
 2NT 3♦ \_\_\_\_\_  
 3♣ 55 Minor invit \_\_\_\_\_  
 3♦ 55 minors GF \_\_\_\_\_  
 3♥ 3145/3055 GF \_\_\_\_\_  
 3♠ 1345/0355 GF \_\_\_\_\_  
 2NT 20 to 21 \_\_\_\_\_  
 Puppet Stayman   
**Transfer Responses:**  
 Jacoby  Texas   
 3♣ MSS \_\_\_\_\_  
 3NT \_\_\_\_\_ to \_\_\_\_\_  
 GAMBLING \_\_\_\_\_  
**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  Splinter   
 Other: \_\_\_\_\_

**MINOR OPENING**  
 Expected Min. Length 4 3 NF 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: inv minor \_\_\_\_\_  
 Frequently bypass 4+♦   
 1NT/1♠: 8 to 10 \_\_\_\_\_  
 2NT: Forcing  Inv.  11 to 12 \_\_\_\_\_  
 3NT: 13 to 15 \_\_\_\_\_  
 Other: \_\_\_\_\_

1NT: Forcing  Semi-forcing   
 2NT: Forcing  Inv.  \_\_\_\_\_ to \_\_\_\_\_  
 3NT: \_\_\_\_\_ to \_\_\_\_\_  
 Drury : Reverse  2-Way  Fit   
 Other: R Bergen, Jacoby 2N Rdrury

**DESCRIBE**  
 2♣ 22 to \_\_\_\_\_ HCP Or 9 tricks  
 Strong  Other   
 2♦ Response: Neg  Waiting   
 2♦ 5 to 10 HCP Normally 6-card suit  
 Natural: Weak  Intermediate  Strong  Conv   
 2♥ 5 to 10 HCP Normally good 6-card suit  
 Natural: Weak  Intermediate  Strong  Conv   
 2♠ 5 to 10 HCP Normally good 6-card suit  
 Natural: Weak  Intermediate  Strong  Conv

**RESPONSES/REBIDS**  
 RONF; 2NT OGUST  
 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: In Comp.  Not In Comp.   
 4th Suit Forcing: 1 Round  To Game   
 Mix raise, Un vs Un, leaping Michael