

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

**SIMPLE OVERCALL**  
 1-level 6 to 11 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   
 3014 over Minors 1430 over majors any jump to 4Club is gerber

vs. Interference: DOPI  DEPO  Level: \_\_\_\_\_ ROPI

**LEADS** (click 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 x
A K x	<b>10</b> 9 x	A K J x	A Q J x
K Q x	K J 10 x	A J 10 9	A <b>10</b> 9 8
Q J x	K <b>10</b> 9 x	K Q J x	K Q 10 9
J 10 x	Q <b>10</b> 9 x	Q J 10 x	Q <b>10</b> 9 8
K Q 10 9	J 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   
**Primary signal to partner's leads**  
 Attitude  Count  Suit Preference

**NOTRUMP OVERCALLS**  
 Direct: 15 to 18 Systems on   
 Conv. \_\_\_\_\_  
 Balance: 11 to 14  
 Jump to 2NT: Minors  2 Lowest   
 Conv. \_\_\_\_\_

**DEFENSE VS NOTRUMP**  
 vs: \_\_\_\_\_  
 2♣ Club + Diamond \_\_\_\_\_  
 2♦ Heart + Spade \_\_\_\_\_  
 2♥ Heart + Minor \_\_\_\_\_  
 2♠ Spade + Minor \_\_\_\_\_  
 Dbl Relay to 2Club \_\_\_\_\_  
 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: \_\_\_\_\_

**VS OPENING PREEMPT DOUBLE IS**  
 Takeout  thru 3 spade \_\_\_\_\_ Penalty   
 Conv. Takeout: \_\_\_\_\_  
 Lebensohl 2NT Response   
 Other: \_\_\_\_\_

**VS OPENING PREEMPT DOUBLE IS**  
 Takeout  thru 3 spade \_\_\_\_\_ Penalty   
 Conv. Takeout: \_\_\_\_\_  
 Lebensohl 2NT Response   
 Other: \_\_\_\_\_

**DEFENSIVE CARDING**  
 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

**NAMES** Brian R. Jason W.  
**GENERAL APPROACH**  
2/1 WNT short club  
 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 _____	3♣ 6 card suit _____	2NT <u>19</u> to <u>21</u>
<u>12</u> to <u>14</u>	3♦ 6 card suit _____	Puppet Stayman <input checked="" type="checkbox"/>
<u>15</u> to <u>17</u>	3♥ 6 card suit slamis _____	Transfer Responses: Jacoby <input checked="" type="checkbox"/> Texas <input checked="" type="checkbox"/>
5-Card Major Common <input checked="" type="checkbox"/>	3♠ 6 card suit slamis _____	3♣ minor suit staymen _____
System On Overdouble _____		
2♣ Stayman <input type="checkbox"/> Puppet <input checked="" type="checkbox"/>	4♦, 4♥ Transfer <input checked="" type="checkbox"/>	3NT _____ to _____ gambling
2♦ Transfer to ♥ <input checked="" type="checkbox"/>	Smolen <input checked="" type="checkbox"/>	<b>Conventional NT Openings</b>
2♥ Transfer to ♠ <input checked="" type="checkbox"/>	Lebensohl <input checked="" type="checkbox"/> (fast denies)	
2♠ trans to Club _____	Negative Double <input checked="" type="checkbox"/> 3H _____	
2NT Trans to Diamond _____	mini smolen _____	

**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: Bergen raises  
 1NT: Forcing  Semi-forcing   
 2NT: Forcing  Inv.  10 to 12  
 3NT: 13 to 15  
 Drury  : Reverse  2-Way  Fit   
 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: \_\_\_\_\_  
 Frequently bypass 4+♦   
 1NT/1♠: 8 to 10  
 2NT: Forcing  Inv.  \_\_\_\_\_ to \_\_\_\_\_  
 3NT: \_\_\_\_\_ to \_\_\_\_\_  
 Other: 1D -> 1C

**DESCRIBE**

2♣ _____ to _____ HCP <u>4</u> loser or less	<b>RESPONSES/REBIDS</b>
Strong <input checked="" type="checkbox"/> Other <input type="checkbox"/>	
2♦ Response: Neg <input type="checkbox"/> Waiting <input checked="" type="checkbox"/> King or better	
2♦ <u>11</u> to <u>15</u> HCP <u>4♠5♥</u> or <u>4441 11-15pts</u>	
Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input checked="" type="checkbox"/>	2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/>
2♥ <u>5</u> to <u>11</u> HCP	
Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/>	2NT Force <input checked="" type="checkbox"/> New Suit NF <input checked="" type="checkbox"/>
2♠ <u>5</u> to <u>11</u> HCP	
Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/>	2NT Force <input checked="" type="checkbox"/> New Suit NF <input checked="" type="checkbox"/>

**OTHER CONV CALLS:** New Minor Forcing  2-Way NMF   
 Weak jump shifts: In Comp.  Not In Comp.   
 4th Suit Forcing: 1 Round  To Game