

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

**SIMPLE OVERCALL**  
 1-level 9? to 18 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   
 4C/4D often conventional (general slam try / keycard)

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

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

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

**NAMES** Dale Lacey | Robyn  
 Freeman-Greene

**GENERAL APPROACH**  
 Precision (artificial, 16+)  
**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 \_\_\_\_\_  
 12 to 15 \_\_\_\_\_  
 \_\_\_\_\_ to \_\_\_\_\_  
 5-Card Major Common   
 System On Over \_\_\_\_\_  
 2♠ Stayman  Puppet   
 2♠ Transfer to ♥   
 Forcing Stayman   
 2♥ Transfer to ♠   
 2♠ Slam try \_\_\_\_\_  
 2NT 6+minor 2 of AKQ \_\_\_\_\_

3♠ Sets trumps \_\_\_\_\_  
 3♥ Sets trumps \_\_\_\_\_  
 3♣ Sets trumps \_\_\_\_\_  
 4♦, 4♥ Transfer   
 Smolen   
 Lebensohl  (fast denies)  
 Negative Double  inv \_\_\_\_\_

2NT \_\_\_\_\_ to \_\_\_\_\_  
 Puppet Stayman   
**Transfer Responses:**  
 Jacoby  Texas   
 3♠ \_\_\_\_\_  
 3NT \_\_\_\_\_ to \_\_\_\_\_  
**Conventional NT Openings**  
 2NT = 55minors preempt  
 3NT = 65majors preempt

**MAJOR OPENING**  
 Expected Min. Length 4 5  
 1st/2nd    
 3rd/4th

**MINOR OPENING**  
 Expected Min. Length 4 3 NF 0-2 Conv.  
 1♣      
 1♦

**RESPONSES**  
 Double Raise: Force  Inv.  Weak   
 After Overcall: Force  Inv.  Weak   
 Conv. Raise: 2NT  3NT  Splinter   
 Other: 6?-9 | <10 but invite | 10+ \_\_\_\_\_  
 1NT: Forcing  Semi-forcing   
 2NT: Forcing  Inv.  to \_\_\_\_\_  
 3NT: \_\_\_\_\_ to \_\_\_\_\_  
 Drury  Reverse  2-Way  Fit   
 Other: \_\_\_\_\_

**RESPONSES**  
 Double Raise: Force  Inv.  Weak   
 After Overcall: Force  Inv.  Weak   
 Forcing Raise: J/S in other minor   
 Single raise  Other: Natural D raises \_\_\_\_\_  
 Frequently bypass 4+♦   
 1NT/1♠: \_\_\_\_\_ to \_\_\_\_\_  
 2NT: Forcing  Inv.  to \_\_\_\_\_  
 3NT: \_\_\_\_\_ to \_\_\_\_\_  
 Other: \_\_\_\_\_

**DESCRIBE**  
 2♠ 11? to 15 HCP 5+♣, could have side suit  
 Strong  Other  If only 5, will have 4cM  
 2♦ Response: Neg  Waiting  Artificial query \_\_\_\_\_  
 2♠ 12 to 15 HCP 4414 shape (short ♦)  
 Natural: Weak  Intermediate  Strong  Conv   
 2♥ 6? to 9 HCP 6♥ preempt  
 Natural: Weak  Intermediate  Strong  Conv   
 2♠ 6? to 9 HCP 6♠ preempt  
 Natural: Weak  Intermediate  Strong  Conv

**RESPONSES/REBIDS**  
 2M = 5+, about 8-11  
 3C not constructive \_\_\_\_\_  
 3D+ are conventional  
 2NT Force  New Suit NF   
 2NT=Ogust  
 2NT Force  New Suit NF   
 2NT=Ogust  
 2NT Force  New Suit NF

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