

SPECIAL DOUBLES

After Overcall: **Penalty** _____
 Negative thru _____
 Responsive : thru _____ Maximal
Support: Dbl. thru _____ Redbl
 Card-showing Min. Offshape T/O

SIMPLE OVERCALL

1 level _____ to _____ HCP (usually)
 often 4 cards very light style

Responses

New Suit: Forcing NConst NF
 Jump Raise: Forcing Inv. Weak

JUMP OVERCALL

Strong Intermediate Weak

OPENING PREEMPTS

	Sound	Light	Very	Light
3/4-bids	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Conv./Resp.	_____			

DIRECT CUEBID

OVER: Minor Major

Natural	<input type="checkbox"/>	<input type="checkbox"/>
Strong T/O	<input type="checkbox"/>	<input type="checkbox"/>
Michaels	<input type="checkbox"/>	<input type="checkbox"/>

SLAM CONVENTIONS Gerber : 4NT: Blackwood RKC 1430

vs Interference: DOPI DEPO Level: _____ ROPI

LEADS (circle card led, if not in bold)

versus Suits

versus Notrump

x K	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	T 9 x	A K J x	A Q 0 x
K Q x	K J T x	A J T 9	A T 9 x
Q J x	K T 9 x	K Q J x	K Q T 9
J T 9	Q T 9 x	Q J T x	Q T 9 x
K Q T 9		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: _____ to _____ Systems on
Conv. _____
Balancing: _____ to _____
 Jump to 2NT: Minors 2Lowest
Conv. _____

DEFENSE VS NOTRUMP

vs: _____
 2 **♣** _____
 2 **♦** _____
 2 **♥** _____
 2 **♠** _____
 Dbl: _____
 Other: _____

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	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Minors	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Other	_____		

VS Opening Preempts Double Is

Takeout thru _____ Penalty
Conv. Takeout: _____
 Lebensohl 2NT Response
 Other: _____

NAMES

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 _____ to _____
 _____ to _____
 5-card Major common
 System on over _____
 2 **♣** Stayman Puppet
 2 **♦** Transfer to **♥** Forcing Stayman
 2 **♥** Transfer to **♠**
 2 **♠** _____
 2NT _____

2NT _____ to _____
 Puppet Stayman
Transfer Responses:
 Jacoby Texas
 3 **♠** _____

3NT _____ to _____

Conventional NT Openings

MAJOR OPENING

Expected Min. Length	4	5
1st/2nd	<input type="checkbox"/>	<input type="checkbox"/>
3rd/4th	<input type="checkbox"/>	<input type="checkbox"/>

RESPONSES

Double Raise: Force Inv. Weak
 After Overcall: Force Inv. Weak
 Conv. Raise: 2NT 3NT Splinter
 Other: _____

1NT: Forcing Semi-forcing

2NT: Forcing Inv. _____ to _____

3NT: _____ to _____

Drury : Reverse 2-Way Fit

Other: _____

MINOR OPENING

Expected Min. Length	4	3	0-2	Conv.
1 ♣	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
1 ♦	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

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 **♣** _____ to _____

2NT Forcing Inv. _____ to _____

3NT: _____ to _____

Other: _____

DESCRIBE

RESPONSES/REBIDS

2 **♣** _____ to _____ HCP
 Strong Other
 2 **♦** Resp: Neg Waiting

2 **♦** _____ to _____ HCP
 Natural: Weak Intermediate Strong Conv.
 2NT Force New Suit NF

2 **♥** _____ to _____ HCP
 Natural: Weak Intermediate Strong Conv.
 2NT Force New Suit NF

2 **♠** _____ to _____ HCP
 Natural: Weak Intermediate Strong Conv.
 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 Rd. Game _____

SPECIAL CARDING **PLEASE ASK**