SPECIAL DOUBLES

After Overcall: Penalty ☐
Negative ☑ thru 3S
Responsive: ☑ thru 3S Maximal ☑
Support: Dbl ☑ thru 2H Rdbl ☑
Card-showing ☐ Min. Offshape T/O ☐

SIMPLE OVERCALL

1-level 7 to 15 HCP (usually)
Often 4 cards ☐ Very light style ☐

Responses

New Suit: Forcing ☑ NFConst ☐ NF ☐
Jump Raise: Forcing ☐ Inv. ☐ Weak ☐
jump cue=mixed, fjs

JUMP OVERCALL

Strong ☐ Intermediate ☐ Weak ☑

OPENING PREEMPTS

	Sound	Light	Very Light
3/4-bids	☐	☑	☐

Conv./Resp.4C is RKC

DIRECT CUEBID

Over:	Minor	Major
Natural	☐	☐
Strong T/O	☐	☐
Michaels	☑	☑
Leaping		

NOTRUMP OVERCALLS

Direct: 15 to 18 Systems on ☑
Conv.
Balance: 11 to 14
Jump to 2NT: Minors ☐ 2 Lowest ☑
Conv.Sandwich

DEFENSE VS NOTRUMP

vs:		
2♣	C+M	minor or M+m
2♦	D+M	Majors
2♥	H	H
2♠	S	S
Dbl	minor or Majs	Penaltyish

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: Bergen,2N=minors on M

VS OPENING PREEMPT DOUBLE IS

Takeout ☑ thru 4S Penalty ☐
Conv. Takeout:
Lebensohl 2NT Response ☑
Other:

SLAM CONVENTIONS Gerber ☐ 4NT: Blackwood ☐ RKC ☐ 1430 ☐
Specific Kings, Kickback 3014 all suits
Exclusion - 0,1,2 ...
vs. Interference: DOPI ☐ DEPO ☐ Level: ROPI ☐

LEADS (click 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	**10** 9 x
K Q x	K **J** 10 x
Q J x	K **10** 9 x
J 10 x	Q **10** 9 x
K Q 10 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** 10 9	A **10** 9 8
K Q J x	K **Q** 10 9
Q J 10 x	Q **10** 9 8
J 10 9 x	**10** 9 8 x

Length Leads:

	vs Suits	vs NT
4th Best	☑	☑
3rd/5th Best	☐	☐
Attitude		☐

Primary signal to partner's leads
Attitude ☑ Count ☐ Suit Preference ☐

DEFENSIVE CARDING

	vs Suits	vs NT
Standard:	☐	☐
Except ☐		
Rev Smith		
Upside-Down Count	☑	☑
Upside-Down Attitude	☑	☑

FIRST DISCARD

Lavinthal	☐	☐
Odd/Even	☐	☐
	☐	☐

OTHER CARDING

Smith Echo	☐	☑
Trump Suit Pref.	☐	
Foster Echo	☐	☐

SPECIAL CARDING ☐ PLEASE ASK

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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
15 to 17
to
5-Card Major Common ☐
System On OverX + 2C
2♣ Stayman ☑ Puppet ☐
2♦ Transfer to ♥ ☑
Forcing Stayman ☐
2♥ Transfer to ♠ ☑
2♠ C (bid accept)
2NT D (bid accept)

3♣ Puppet
3♦ 5/5 minor forc
3♥ 3-1-5/4
3♠ 1-3-5/4

4♦, 4♥ Transfer ☑
Smolen ☑
Lebensohl ☑ (Fast denies)
Negative Double ☑

2NT 20 to 21
Puppet Stayma
Transfer Respor
Jacoby ☑ Texa
3♠ ->3N w/minor(s)
3NT to
GAMBLING
Conventional NT O

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: 3N=good 1-4,2N=Jacoby
1NT: Forcing ☑ Semi-forcing ☐
2NT: Forcing ☐ Inv. ☐ to
3NT: to
Drury ☑ : Reverse ☑ 2-Way ☑ Fit ☐
Other: Bergen UPH,2N=minorsBPH

MINOR OPENING

Expected Min. Length 4 3 NF 0-2 C

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♣:7 to10
2NT: Forcing ☐ Inv. ☐11 to12
3NT:13 to15
Other: criss/cross, minimaxi3344

DESCRIBE	RESPONSES/RE
2♣22+ to HCP	controls (2NT=3K)
Strong ☑ Other ☐	Kokish
2♦ Response: Neg ☐ Waiting ☐	
2♦5 to 10 HCP	Feature, 3C shortness
Natural: Weak ☑ Intermediate ☐ Strong ☐ Conv ☐	2NT Force ☑ New Suit
2♥5 to 10 HCP	Feature, 3C shortness
Natural: Weak ☑ Intermediate ☐ Strong ☐ Conv ☐	2NT Force ☑ New Suit
2♠5 to 10 HCP	Feature, 3C shortness
Natural: Weak ☑ Intermediate ☐ Strong ☐ Conv ☐	2NT Force ☑ New Suit

OTHER CONV CALLS: New Minor Forcing ☐ 2-Way NMF ☑XYZ
Weak jump shifts: In Comp. ☑ Not In Comp. ☑
4th Suit Forcing: 1 Round ☐ To Game ☑ Rev Flannery by resp
Leb on rev; Unus/unus (low=pard suit), Wolff signoff, FJBPH