

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

**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   
 Cuebid is 1-round force

**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 \_\_\_\_\_  
 Natural if 2 suits have been bid \_\_\_\_\_

**SLAM CONVENTIONS** Gerber  4NT: Blackwood  RKC  1430   
 RKC 0314; Gerber over 1nt and 2nt \_\_\_\_\_

vs. Interference: DOPI  DEPO  Level: 5 \_\_\_\_\_ ROPI

LEADS (click card led, if not in bold)		DEFENSIVE CARDING	
versus Suits	versus Notrump	vs Suits vs NT	
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	10 9 x	A K J x	A Q J x
K Q x	K J 10 x	A J 10 9	A 10 9 8
Q J x	K 10 9 x	K Q J x	K Q 10 9
J 10 x	Q 10 9 x	Q J 10 x	Q 10 9 8
K Q 10 9		J 10 9 x	10 9 8 x
<b>Length Leads:</b>			
4th Best	vs Suits <input type="checkbox"/>	vs NT	<input checked="" type="checkbox"/>
3rd/5th Best	vs Suits <input checked="" type="checkbox"/>	vs NT	<input type="checkbox"/>
		Attitude vs NT <input type="checkbox"/>	
<b>Primary signal to partner's leads</b>			
Attitude <input checked="" type="checkbox"/> Count <input type="checkbox"/>		Suit Preference <input type="checkbox"/>	

**OTHER CARDING**  
 Smith Echo \_\_\_\_\_  
 Trump Suit Pref. \_\_\_\_\_  
 Foster Echo \_\_\_\_\_

**SPECIAL CARDING**  PLEASE ASK

**NAMES** 2/1 wirt-yan

**GENERAL APPROACH**  
 2/1 Game forcing \_\_\_\_\_  
 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 \_\_\_\_\_  
 2♣ Stayman  Puppet   
 2♦ Transfer to ♥   
 Forcing Stayman   
 2♥ Transfer to ♠   
 2♠ --> ♣ \_\_\_\_\_  
 2NT --> ♦ \_\_\_\_\_

3♣ Puppet \_\_\_\_\_  
 3♠ 5-5 Minors, GF \_\_\_\_\_  
 3♥ splinter, short ♥ \_\_\_\_\_  
 3♠ splinter, short ♠ \_\_\_\_\_

2NT 20 \_\_\_\_\_ to 21 \_\_\_\_\_  
 Puppet Stayman   
**Transfer Responses:**  
 Jacoby  Texas   
 3♠ MSS (GF) \_\_\_\_\_  
 Smolen \_\_\_\_\_  
 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: Jacoby 2NT \_\_\_\_\_  
 1NT: Forcing  Semi-forcing   
 2NT: Forcing  Inv.  \_\_\_\_\_ to \_\_\_\_\_  
 3NT: 13 \_\_\_\_\_ to 15 \_\_\_\_\_  
 Drury  : Reverse  2-Way  Fit   
 Other: Rev. Bergen \_\_\_\_\_

**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: Inverted minors \_\_\_\_\_  
 Frequently bypass 4+♦   
 1NT/1♠: 6 \_\_\_\_\_ to 10 \_\_\_\_\_  
 2NT: Forcing  Inv.  11 \_\_\_\_\_ to 12 \_\_\_\_\_  
 3NT: 13 \_\_\_\_\_ to 15 \_\_\_\_\_  
 Other: \_\_\_\_\_

**DESCRIBE**  
 2♠ 22 \_\_\_\_\_ to \_\_\_\_\_ HCP Or 9+ tricks  
 Strong  Other   
 2♦ Response: Neg  Waiting  Denies good suit \_\_\_\_\_

**RESPONSES/REBIDS**  
 Kokish \_\_\_\_\_

2♠ 5 \_\_\_\_\_ to 11 \_\_\_\_\_ HCP Normally good 6-card suit  
 Natural: Weak  Intermediate  Strong  Conv   
 2♥ 5 \_\_\_\_\_ to 11 \_\_\_\_\_ HCP Normally good 6-card suit  
 Natural: Weak  Intermediate  Strong  Conv   
 2♠ 5 \_\_\_\_\_ to 11 \_\_\_\_\_ HCP Normally good 6-card suit  
 Natural: Weak  Intermediate  Strong  Conv

**OTHER CONV CALLS:** New Minor Forcing  2-Way NMF   
 Weak jump shifts: In Comp.  Not In Comp.   
 4th Suit Forcing: 1 Round  To Game   
 Strong jumpshifts (17+ good suit) \_\_\_\_\_