

SPECIAL DOUBLES
After Overcall: **Penalty** ☐ _____
Negative ☐ thru **3♠**
Responsive ☐: thru **2♠** Maximal ☐
Support: Dbl. ☐ thru _____ Redbl ☐
Card-showing ☐ Min. Offshape T/O ☐

SIMPLE OVERCALL
1 level **8** to **15** 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. **4♠, 4♥** Namyats

DIRECT CUEBID
OVER: Minor ☐ Major ☐ Artif. Bid ☐
Natural ☐ Strong T/O ☐ Michaels ☐

SLAM CONVENTIONS Gerber ☐ 4NT: Blackwood ☐ RKC ☐ 1430 ☐
Control-asking bids

vs. Interference: DOPI ☐ DEPO ☐ Level: _____ ROPI ☐

LEADS (circle 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 T 9 x
K Q x K J T x
Q J x K T 9 x
J T 9 Q T 9 x
K Q T 9

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 ☐

SPECIAL CARDING ☐ **PLEASE ASK**

NOTRUMP OVERCALLS
Direct: **15** to **17** Systems on ☐
Conv. ☐ _____
Balancing: **14** to **16**
Jump to 2NT: Minors ☐ 2 Lowest ☐
Conv. ☐ _____

DEFENSE VS NOTRUMP
vs: Weak Strong
2♠ Long suit ♠ + Major
2♦ Both majors ♦ + Major
2♥ Hearts + minor Natural, 6-card
2♠ Spades + minor Natural, 6-card
Dbl: Penalty One suit / majors
Other 2NT - both minors

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 ☐ ☐ ☐
Minors ☐ ☐ ☐
Other _____

VS Opening Preempts Double Is
Takeout ☐ thru **3♠** Penalty ☐
Conv. Takeout: _____
Lebensohl 2NT Response ☐
Other: _____

DEFENSIVE CARDING
vs SUITS vs NT
Standard: ☐ ☐
Except ☐
Upside-Down:
count ☐ ☐
attitude ☐ ☐

FIRST DISCARD
Lavinthal ☐ ☐
Odd/Even ☐ ☐
☐ ☐

OTHER CARDING
Smith Echo ☐ ☐
Trump Suit Pref. ☐ ☐
Foster Echo ☐ ☐

NAMES 0X2Grind, 2old2randr, karthik_, madhu_, OrpSlam, rsm097

GENERAL APPROACH
Precision 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 ☐ 2♦ is 4-4-1-4

NOTRUMP OPENING BIDS
1NT **14** to **16**
15 to **17**
5-card Major Common ☐
System on over ☐
2♠ Stayman ☐ Puppet ☐
2♦ Transfer to ♥ ☐ ☐
Forcing Stayman ☐
2♥ Transfer to ♠ ☐
2♠ Minor-suit Stayman
2NT 9-10, invite
3♠ Game force
3♦ Game force
3♥ Game force
3♣ Game force
4♦, 4♥ Transfer ☐
Smolen ☐
Lebensohl ☐ (Fast denies) **Conventional NT Openings**
Neg. Double ☐: vs. Strong NT
Other: Meckwell, Cappelletti

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. ☐ 12+ to _____
3NT: 14 to 15
Drury ☐: Reverse ☐ 2-Way ☐ Fit ☐
Other: _____

2♣ **11** to **15** HCP
Strong ☐ Other ☐
2♦ Resp: Neg ☐ Waiting ☐
2♦ **11** to **15** HCP
Natural: Weak ☐ Intermediate ☐ Strong ☐ Conv. ☐
2♥ **6** to **10** HCP
Natural: Weak ☐ Intermediate ☐ Strong ☐ Conv. ☐
2♠ **6** to **10** HCP
Natural: Weak ☐ Intermediate ☐ Strong ☐ Conv. ☐

OTHER CONV. CALLS: New Minor Forcing: ☐ 2-Way NMF ☐
Weak Jump Shifts not in Comp. ☐ 4th Suit Forcing: 1 Round ☐ Game ☐