



SPECIAL DOUBLES

After Overcall: **Penalty** ☐ _____
Negative ☐ thru 4♥
Responsive ☐ : thru 4♥ Maximal ☐
Support: Dbl. ☐ thru 2♥ Redbl ☐
Card-showing ☐ Min. Offshape T/O ☐

SIMPLE OVERCALL

1 level 7 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	<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: 5 of trump suit+ ROPI ☐

LEADS (circle card led, if not in bold)

versus Suits	versus Notrump
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 T 9 x	A K J x A Q J 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:

	vs SUITS	vs NT
4th Best	<input type="checkbox"/>	<input type="checkbox"/>
3rd/5th Best	<input type="checkbox"/>	<input type="checkbox"/>
Attitude	<input type="checkbox"/>	<input type="checkbox"/>

Primary signal to partner's leads

Attitude ☐ Count ☐ Suit preference ☐

NOTRUMP OVERCALLS

Direct: 15 to 18 Systems on ☐
Conv. ☐ _____
Balancing: 10 to 16
Jump to 2NT: Minors ☐ 2 Lowest ☐
Conv. ☐ _____

DEFENSE VS NOTRUMP

vs: Strong _____ Weak _____
2♣ majors _____
2♦ natural _____
2♥ natural _____
2♠ natural _____
Dbl: penalty _____
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 ☐ ☐ ☐
Minors ☐ ☐ ☐
Other _____

VS Opening Preempts Double Is

Takeout ☐ thru 4♠ Penalty ☐
Conv. Takeout: _____
Lebensohl 2NT Response ☐
Other: _____

DEFENSIVE CARDING

Standard: ☐ vs SUITS vs NT
Except ☐

Upside-Down: _____
count ☐ ☐
attitude ☐ ☐

FIRST DISCARD

Lavinthal ☐ ☐
Odd/Even ☐ ☐

OTHER CARDING

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

NAMES Basic 2/1 card

GENERAL APPROACH

2 over 1

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 ☐ 3♥ 31(45)
System on over X, 2♣ 3♠ 13(45)
2♣ Stayman ☐ Puppet ☐
2♦ Transfer to ♥ ☐ 4♦, 4♥ Transfer ☐
Forcing Stayman ☐ Smolen ☐
2♥ Transfer to ♠ ☐ Lebensohl ☐ (Fast denies)
2♠ transfer to ♣ _____ Neg. Double ☐ _____
2NT transfer to ♦ _____ Other: _____

2NT 20 to 21
Puppet Stayman ☐
Transfer Responses:
Jacoby ☐ Texas ☐
3♠ MSS _____

3NT _____ to _____
gambling _____

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: Jacoby _____
1NT: Forcing ☐ Semi-forcing ☐
2NT: Forcing ☐ Inv. ☐ _____ to _____
3NT: _____ to _____
Drury ☐: Reverse ☐ 2-Way ☐ Fit ☐
Other: 3 lower = nat, inv _____

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♣ 6 to 10
2NT Forcing ☐ Inv. ☐ 11 to 12
3NT: 13 to 15
Other double js = splinter

DESCRIBE

RESPONSES/REBIDS

DESCRIBE	RESPONSES/REBIDS
2♣ _____ to _____ HCP Strong <input type="checkbox"/> Other <input type="checkbox"/> strong, ART 2♦ Resp: Neg <input type="checkbox"/> Waiting <input type="checkbox"/>	
2♦ <u>5</u> to <u>10</u> HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	Feature 2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>
2♥ <u>5</u> to <u>10</u> HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	Feature 2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>
2♠ <u>5</u> to <u>10</u> HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	Feature 2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>

OTHER CONV. CALLS: New Minor Forcing ☐ 2-Way NMF ☐

Weak Jump Shifts: In Comp. ☐ Not in Comp. ☐

4th Suit Forcing: 1 Rd. ☐ Game ☐ Unusual vs Unusual

SPECIAL CARDING ☐ PLEASE ASK