

### SPECIAL DOUBLES

After Overcall: **Penalty** ☐ \_\_\_\_\_

Negative ☐ thru **3♠**

Responsive ☐: thru **3♠** Maximal ☐

Support: Dbl. ☐ thru **2x** Redbl ☐

Card-showing ☐ Min. Offshape T/O ☐

2 level often T/O; 3 level DSIP

### NOTRUMP OVERCALLS

**Direct:** 15 to 18 Systems on ☐

**Conv.** ☐ \_\_\_\_\_

**Balancing:** 11 to 14

**Jump to 2NT:** Minors ☐ 2 Lowest ☐

**Conv.** ☐ \_\_\_\_\_

### DEFENSE VS NOTRUMP

**vs:** Strong \_\_\_\_\_

2♣ ☐ **♣** + higher \_\_\_\_\_

2♦ ☐ **♦** + higher \_\_\_\_\_

2♥ ☐ **♥** + higher \_\_\_\_\_

2♠ ☐ **♠** + higher \_\_\_\_\_

**Dbl:** one suit \_\_\_\_\_

**Other:** NAT vs Weak (<16 max) \_\_\_\_\_

### 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:** \_\_\_\_\_

### SLAM CONVENTIONS

Gerber ☐ 4NT: Blackwood ☐ RKC ☐ 1430 ☐

NO GERBER EVER 4NT reg BLK 1st round

Specific K \_\_\_\_\_

vs. Interference: DOPI ☐ DEPO ☐ Level: 6 level ROPI ☐

### LEADS (circle card led, if not in bold)

versus Suits		versus Notrump	
<b>x x</b>	<b>x</b> <input type="checkbox"/> <b>x x</b>	<b>x x</b>	<b><input type="checkbox"/> <input type="checkbox"/> x x</b>
<b><input type="checkbox"/> x x</b>	<b>x</b> <input type="checkbox"/> <b>x x x</b>	<b>x x x</b>	<b><input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> x x</b>
<b>A</b> <b>K</b> x	<b>T</b> 9 x	<b>A</b> <b>K</b> J x	<b>A</b> <b>Q</b> J x
<b>K</b> Q x	<b>K</b> J T x	<b>A</b> J T 9	<b>A</b> T 9 x
<b>Q</b> J x	<b>K</b> T 9 x	<b>K</b> Q J x	<b>K</b> Q T 9
<b>J</b> T 9	<b>Q</b> T 9 x	<b>Q</b> J T x	<b>Q</b> T 9 x
<b>K</b> Q T 9		<b>J</b> T 9 x	<b>T</b> 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 ☐

### SPECIAL CARDING

MF-TomN.tex: May 21, 2021.

### PLEASE ASK

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### GENERAL APPROACH

#### Calgary 2/1

**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		2NT	
<u>15</u> to <u>17</u>	<u>17</u> to <u>19</u>	<u>20</u> to <u>21</u>	<u>21</u> to <u>22</u>
5-card Major Common <input type="checkbox"/>	5-card Major Common <input type="checkbox"/>	5-card Major Common <input type="checkbox"/>	5-card Major Common <input type="checkbox"/>
System on over X, ART 2♣	System on over X, ART 2♣	System on over X, ART 2♣	System on over X, ART 2♣
2♣ Stayman <input type="checkbox"/> <b>Puppet</b> <input type="checkbox"/>	2♣ Stayman <input type="checkbox"/> <b>Puppet</b> <input type="checkbox"/>	2♣ Stayman <input type="checkbox"/> <b>Puppet</b> <input type="checkbox"/>	2♣ Stayman <input type="checkbox"/> <b>Puppet</b> <input type="checkbox"/>
2♦ Transfer to ♥ <input type="checkbox"/>	2♦ Transfer to ♥ <input type="checkbox"/>	2♦ Transfer to ♥ <input type="checkbox"/>	2♦ Transfer to ♥ <input type="checkbox"/>
Forcing Stayman <input type="checkbox"/>	Forcing Stayman <input type="checkbox"/>	Forcing Stayman <input type="checkbox"/>	Forcing Stayman <input type="checkbox"/>
2♥ Transfer to ♠ <input type="checkbox"/>	2♥ Transfer to ♠ <input type="checkbox"/>	2♥ Transfer to ♠ <input type="checkbox"/>	2♥ Transfer to ♠ <input type="checkbox"/>
2♠ → 3♠	2♠ → 3♠	2♠ → 3♠	2♠ → 3♠
2NT → 3♦	2NT → 3♦	2NT → 3♦	2NT → 3♦

3♣ INV 2 / top 3

3♦ INV 2 / top 3

3♥ INV 2 / top 3

3♠ INV 2 / top 3

4♦, 4♥ Transfer ☐

Smolen ☐

Lebensohl ☐ (fast denies)

Neg. Double ☐: 3-level only

Other: Superaccept shows bad suit

### 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: mini-spl.all LR→1NT, Const Raise

1NT: **Forcing** ☐ **Semi-forcing** ☐

2NT: **Forcing** ☐ Inv. ☐ to \_\_\_\_\_

3NT: 16 to 17 **2M BAL**

Drury ☐: **Reverse** ☐ **2-Way** ☐ **Fit** ☐

Other: HSGT, 123Trump GT

### 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"/>

1♦ 4 unless 4=4=3=2 ☐ ☐ ☐ ☐

**RESPONSES**

Double Raise: **Force** ☐ Inv. ☐ **Weak** ☐

After Overcall: **Force** ☐ Inv. ☐ **Weak** ☐

Forcing Raise: **J/S in other minor** ☐

Single raise ☐ Other: **J/S in om LR**

Frequently bypass 4+♦ ☐

1NT/1♠ 8 (6/♦) to 10

2NT: **Forcing** ☐ Inv. ☐ 11 to 12

3NT: 16 to 17

Other: WJS → M

### DESCRIBE

**2♣** 22 to + HCP or 8.5+QT w/defence

Strong ☐ Other ☐

2♦ Resp: Neg ☐ Waiting ☐ GF

**2♦** 6 to 12 HCP good 5, any 6, ...

Natural: **Weak** ☐ **Intermediate** ☐ **Strong** ☐ **Conv.** ☐

**2♥** 6 to 11 HCP ... weak 7 cd suit

Natural: **Weak** ☐ **Intermediate** ☐ **Strong** ☐ **Conv.** ☐

**2♠** 6 to 11 HCP Disciplined 2nd only

Natural: **Weak** ☐ **Intermediate** ☐ **Strong** ☐ **Conv.** ☐

### RESPONSES/REBIDS

2♥ = No A or K or QQ

2NT = ♥

6 card Easy Ogust,

2NT Force ☐ **New Suit NF** ☐

Goldman Rs/X, Parking Lot XX

2NT Force ☐ **New Suit NF** ☐

RONF

2NT Force ☐ **New Suit NF** ☐

### OTHER CONV. CALLS:

**New Minor Forcing:** ☐ **2-Way NMF** ☐

**Weak Jump Shifts not in Comp.** ☐ **only 1m-2M** 4th Suit Forcing: 1 Round ☐ **Game** ☐

**Lebensohl/reverses; cue often good raise**

**1m-2m:** 2M, 3om → stoppers in other 2 suits; 3m 1 outside stopper

**2NT > 3NT, 4m RKC by both**

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