

SPECIAL DOUBLES
 After Overall: **Penalty** ☐ *
 Negative ☐ thru **3♠**
 Responsive ☐: thru **3♠** Maximal ☐
 Support: Dbl. ☐ thru **2x** Redbl ☐
 Card-showing ☐ Min. Offshape T/O ☐
 * Power X, 15+ "any"

SIMPLE OVERCALL
 1 level **8+** to **14(18)** HCP (usually)
 often 4 cards ☐ very light style ☐
Responses
 New suit: Forcing ☐ NFConst ☐ NF ☐
 Jump raise: Forcing ☐ Inv. ☐ Weak ☐
 Top end extended if short in opener's suit

JUMP OVERCALL
 Strong ☐ Intermediate ☐ Weak ☐
 Intermediate in **BAL**

OPENING PREEMPTS
 Sound ☐ Light ☐ Very Light ☐
 3/4-bids ☐ ☐ ☐
 Conv./Resp. _____

DIRECT CUEBID
 OVER: Minor ☐ Major ☐ Artif. Bid ☐
 Natural ☐ Strong T/O ☐ Michaels ☐
 Systems on/Prec D. Polish C. etc

SLAM CONVENTIONS Gerber ☐ 4NT: Blackwood ☐ RKC ☐ 1430 ☐
 1NT=2♠; rebid-new suit RKC

vs. Interference: DOPI ☐ DEPO ☐ Level: _____ 5 trump+ 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 x x
 [AK] 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
 versus Notrump
 x x x x x x x x
 [x] x x x x x x x
 [AK] J x A Q J x
 A J T 9 A T 9 x
 K Q J x K Q T 9
 Q J T x Q T 9 x
 J T 9 x T 9 x x

LENGTH LEADS:
 4th Best vs SUITS ☐ vs NT ☐
 3rd/5th Best vs SUITS ☐ vs NT ☐
 Attitude vs NT ☐
 A=Attitude, K=Kount Trick 1

Primary signal to partner's leads
 Attitude ☐ Count ☐ Suit preference ☐

SPECIAL CARDING ☐ **PLEASE ASK**
 EllenKS.tex: March 27, 2019.

NOTRUMP OVERCALLS
 Direct: **4-8** to **14(16)** Systems on ☐
 Conv. ☐ T/O, low varies by seat/vul
 Balancing: **11** to **14**
 Jump to 2NT: Minors ☐ 2 Lowest ☐
 Conv. ☐

DEFENSE VS NOTRUMP
 vs: _____ If max <16
 2♠ **Majors, 2♦ asks**
 2♦ ♥ or ♠
 2♥ **5+♥+minor** ♥+minor
 2♠ **5+♠+minor** ♠+minor
 Dbl: usu. 4M+5+m 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 Fit J/S

VS Opening Preempts Double Is
 Takeout ☐ thru **4♥** Penalty ☐
 Conv. Takeout: _____
 Lebensohl 2NT Response ☐
 Other: _____

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

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

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

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GENERAL APPROACH
Kaplan/Sheinwold, Keri/NT, 1NT O/C takeout
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 ☐ 4♠, 4♦

NOTRUMP OPENING BIDS
 1NT (11+)+12 to 14
 to _____
 5-card Major Common ☐
 System on over 2♠
 2♠ Stayman ☐ Puppet ☐
 2♦ Transfer to ♥ ☐ ☐
 Forcing Stayman ☐
 2♥ Transfer to ♠ ☐ ☐
 2♠ Range Ask
 2NT Clubs
 3♠ ♦ splinter
 3♦ ♥ splinter
 3♥ ♠ splinter
 3♠ ♣ splinter
 2♠ Keri: ♦ or INV+
 4♠, 4♦ SA Transfer ☐
 Smolen ☐
 Lebensohl ☐ (fast, denies)
 Neg. Double ☐
 Other: 2♠ scramble rescues

MAJOR OPENING
 Expected Min. Length 4 5
 1st/2nd ☐ ☐
 3rd/4th ☐ ☐
MINOR OPENING
 Expected Min. Length 4 3 0-2 Conv.
 1♠ 1m sound or 6+ ☐ ☐ ☐
 1♦ 4+ or 4=3=2 ☐ ☐ ☐

RESPONSES
 Double Raise: Force ☐ Inv. ☐ Weak ☐
 After Overcall: Force ☐ Inv. ☐ Weak ☐
 Conv. Raise: 2NT ☐ 3NT ☐ Splinter ☐
 Other: Fit J/S
 1NT: Forcing ☐ Semi-forcing ☐
 2NT: Forcing ☐ Inv. ☐ to _____
 3NT: 13 to 15 **BAL, 2M**
 Drury ☐: Reverse ☐ 2-Way ☐ Fit ☐
 Other: Kokish GT, Frivolous 3NT
RESPONSES
 Double Raise: Force ☐ Inv. ☐ Weak ☐
 After Overcall: Force ☐ Inv. ☐ Weak ☐
 Forcing Raise: J/S in other minor ☐
 Single raise ☐ Other: Limit+
 Frequently bypass 4+ ♦ ☐
 1NT/1♠ 8(6♦) to 10-
 2NT: Forcing ☐ Inv. ☐ 10+ to 12
 3NT: 13 to 15
 Other: Fit J/S

2♣ 22+ to _____ HCP
 Strong ☐ Other ☐ or 8.5+ PT w/defence
 2♦ Resp: Neg ☐ Waiting ☐
2♦ 6 to 11 HCP 6 cards, ...
 Natural: Weak ☐ Intermediate ☐ Strong ☐ Conv. ☐
2♥ 6 to 10 HCP "Anything goes" ...
 Natural: Weak ☐ Intermediate ☐ Strong ☐ Conv. ☐
2♠ 6 to 10 HCP ... style
 Natural: Weak ☐ Intermediate ☐ Strong ☐ Conv. ☐
2NT Force ☐ **New Suit NF** ☐
2NT Force ☐ **New Suit NF** ☐
2NT Force ☐ **New Suit NF** ☐

OTHER CONV. CALLS: New Minor Forcing: ☐ 2-Way NMF ☐ XYZ/NT
 Weak Jump Shifts not in Comp. ☐ 4th Suit Forcing: 1 Round ☐ Game ☐
 Unusual/Unusual (Low/low)
 Fit J/S: LR
 Mathe vs Strong minor (but systems on over non-strong ART)
 Made with L^AT_EX and grbce (taigabridge.net)