

SPECIAL DOUBLES
 After Overcall: **Penalty** ☐ _____
 Negative ☐ thru **3♠**
 Responsive ☐: thru **3♠** Maximal ☐
 Support: Dbl. ☐ thru **2x** Redbl ☐
 Card-showing ☐ Min. Offshape T/O ☐
 X-and-bid usu. 1 – 1/2 suiter

SIMPLE OVERCALL
 1 level **(11)13+** to _____ HCP (usually)
 often 4 cards ☐ very light style ☐
Responses
 New suit: Forcing ☐ NFConst ☐ NF ☐
 Jump raise: Forcing ☐ Inv. ☐ Weak ☐
2-level O/C AS WEAK 2s

JUMP OVERCALL
Strong ☐ **Intermediate** ☐ **Weak** ☐
 3-level ☐ Single ☐ Double ☐

OPENING PREEMPTS
 Sound ☐ Light ☐ Very Light ☐
 3/4-bids ☐ ☐ ☐
Conv./Resp. LTC based, **0–5 HCP**

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 versus Notrump

x x x x x x	x x x x x x
x x x x x x x x	<input type="checkbox"/> 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:
 4th Best vs SUITS ☐ vs NT ☐
 3rd/5th Best vs SUITS ☐ vs NT ☐
 A=Attitude, K=Kount Trick 1 Attitude vs NT ☐

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

SPECIAL CARDING ☐ **PLEASE ASK**
 EllenEHAA.tex: April 20, 2022.

NOTRUMP OVERCALLS
Direct: **15+** to **18** Systems on ☐
Conv. ☐ _____
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 ☐ ☐

NAMES Michael Farebrother — Ellen Kuiper **8550794**

GENERAL APPROACH
Every Hand An Adventure
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 ☐ **NONE!**

NOTRUMP OPENING BIDS

1NT 10 to 12 to _____	3♠ ♦ splinter 3♦ ♥ splinter 3♥ ♠ splinter 3♣ ♠ splinter 2♠ Keri: ♦ or INV+ 4♠, 4♦ SA Transfer <input type="checkbox"/> Smolen <input type="checkbox"/> Lebensohl <input type="checkbox"/> (fast denies) Neg. Double <input type="checkbox"/> : Other: 2♠ scramble rescues _____
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5-card Major Common ☐
 System on over 2♠ ☐
 2♠ Stayman ☐ Puppet ☐
 2♦ Transfer to ♥ ☐ ☐
Forcing Stayman ☐
 2♥ Transfer to ♠ ☐ ☐
 2♠ Range Ask
 2NT Clubs

2NT **21** to **24**
 Puppet Stayman ☐
Transfer Responses:
 Jacoby ☐ SA Texas ☐
 3♠ → 3NT, 1- or 2-m ST

3NT **25** to **28**

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: Fit J/S
 1NT: Forcing ☐ Semi-forcing ☐
 2NT: Forcing ☐ Inv. ☐ to _____
 3NT: **13** to **15** **BAL, 3M**
Drury ☐: Reverse ☐ 2-Way ☐ Fit ☐
Other: Kokish GT, Frivolous 3NT

MINOR OPENING

Expected Min. Length	4	3	NF
			0-2 Conv.
1♠	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
1♦	<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:** 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♣ **6** to **12** HCP 5+ cards, ANY shape
 Strong ☐ Other ☐ ALL hands 6+HCP, 5+
 2♦ Resp: Neg ☐ Waiting ☐ suit are opened;
 2♦ **6** to **12** HCP 95% opened 2 of
 Natural: Weak ☐ Intermediate ☐ Strong ☐ Conv. ☐
 2♥ **6** to **12** HCP longest suit
 Natural: Weak ☐ Intermediate ☐ Strong ☐ Conv. ☐
 2♠ **6** to **12** HCP
 Natural: Weak ☐ Intermediate ☐ Strong ☐ Conv. ☐

RESPONSES/REBIDS
 NSNF, To play
 3M INV, 3+
 2NT INV, 0–2, maybe offshape
 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)