

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

SIMPLE OVERCALL
1 level **8** to **16** 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. Vul NV

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

SLAM CONVENTIONS Gerber ☐ 4NT: Blackwood ☐ RKC ☐ 1430 ☐
ONTO, 1430 Gerber after Stayman and Transfers

vs. Interference: DOPI ☐ DEPO ☐ Level: _____ 5x 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
☐ 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 ☐
Attitude vs NT ☐

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

SPECIAL CARDING ☐ **PLEASE ASK**
EK-Lane.tex: May 21, 2021.

NOTRUMP OVERCALLS
Direct: **15** to **18** Systems on ☐
Conv. ☐ _____
Balancing: **11** to **14**
Jump to 2NT: Minors ☐ 2 Lowest ☐
Conv. ☐ _____

DEFENSE VS NOTRUMP
vs:
2♣ ♦ or M + m _____
2♦ Majors _____
2♥ ♥ _____
2♠ ♠ _____
Dbl: Penalty _____
Other: 2NT = minors, 3x NAT PRE _____

OVER OPP'S T/O DOUBLE
New Suit Forcing: 1 level ☐ 2 level ☐
Jump Shift: Forcing ☐ Inv. ☐ Weak ☐
Redouble implies no fit ☐ **10+**, defence
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
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 Ellen Kuiper — Lane Galloway **O007899**

GENERAL APPROACH
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 ☐
System on over X, 2♠
2♠ Stayman ☐ Puppet ☐
2♦ Transfer to ♥ ☐ ☐
Forcing Stayman ☐
2♥ Transfer to ♠ ☐ ☐
2♠ Transfer to ♣ _____
2NT Transfer to ♦ _____
3♠ minors INV _____
3♦ minors GF _____
3♥ Majors INV _____
3♣ Majors GF _____
4♦, 4♥ Transfer ☐ ☐
Smolen ☐ ☐
Lebensohl ☐ (fast denies) _____
Neg. Double ☐: _____
Other: _____

MAJOR OPENING
Expected Min. Length 4 5
1st/2nd ☐ ☐
3rd/4th ☐ ☐
MINOR OPENING
Expected Min. Length 4 3 **NF** 0-2 **Conv.**
1♣ ☐ ☐ ☐ ☐
1♦ 4 unless 4-4-3-2 ☐ ☐ ☐ ☐

RESPONSES
Double Raise: Force ☐ Inv. ☐ Weak ☐
After Overcall: Force ☐ Inv. ☐ Weak ☐
Conv. Raise: 2NT ☐ 3NT ☐ Splitter ☐
Other: J/S mini Splitter, Kokish GTry _____
1NT: Forcing ☐ Semi-forcing ☐
2NT: Forcing ☐ Inv. ☐ to _____
3NT: **13** to **15** **2M BAL**
Drury ☐: Reverse ☐ 2-Way ☐ Fit ☐
Other: _____

2♣ 22+ to _____ HCP
Strong ☐ Other ☐
2♦ Resp: Neg ☐ Waiting ☐

2♦ 5 to **11** HCP
Natural: Weak ☐ Intermediate ☐ Strong ☐ Conv. ☐
Ogust
2NT Force ☐ New Suit NF ☐

2♥ 5 to **10** HCP
Natural: Weak ☐ Intermediate ☐ Strong ☐ Conv. ☐
Ogust
2NT Force ☐ New Suit NF ☐

2♠ 5 to **10** HCP
Natural: Weak ☐ Intermediate ☐ Strong ☐ Conv. ☐
Ogust
2NT Force ☐ New Suit NF ☐

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