

SPECIAL DOUBLES
 After Overcall: **Penalty** ☐ _____
 Negative ☐ thru **7♥** _____
 Responsive ☐ thru **7♥** Maximal ☐ _____
 Support: Dbl. ☐ thru **2x** Redbl ☐ _____
 Card-showing ☐ Min. Offshape T/O ☐ _____

SIMPLE OVERCALL
 1 level **7+** to _____ HCP (usually)
 often 4 cards ☐ very light style ☐ _____
Responses
 New suit: Forcing ☐ NFConst ☐ NF ☐ _____
 Jump raise: Forcing ☐ Inv. ☐ Weak ☐ _____
 Jump Cue = Mixed Raise _____

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 ☐ _____

SLAM CONVENTIONS Gerber ☐ 4NT: Blackwood ☐ RKC ☐ 1430 ☐ _____
 Specific Ks _____

vs. Interference: DOPI ☐ DEPO ☐ Level: _____ 5x+ _____ ROPI ☐ _____

LEADS (circle card led, if not in bold)
 versus Suits versus Notrump

x x	x <input type="checkbox"/> x x	x x	x <input type="checkbox"/> x x
x x x	x <input type="checkbox"/> x x x	x x x	x x x x <input type="checkbox"/>
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**
 Janet.tex: September 15, 2018.

NOTRUMP OVERCALLS
 Direct: **15+** to **18** Systems on ☐ _____
 Conv. ☐ _____
 Balancing: **11** to **14** _____
 Jump to 2NT: Minors ☐ 2 Lowest ☐ _____
 Conv. ☐ cue=Stayman/BAL NTO _____

DEFENSE VS NOTRUMP
 vs: _____
 2♣ **♦ or Major + minor** _____
 2♦ **Hearts** _____
 2♥ **Majors** _____
 2♠ **Spades** _____
 Dbl: **Penalty** _____
 Other: **2NT=Clubs; 3♠=minors;** _____
3♦=Majors, strong _____

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 **7♥** **Penalty** ☐ _____
 Conv. Takeout: _____
 Lebensohl 2NT Response ☐ _____
 Other: _____

DEFENSIVE CARDING
 vs SUITS vs NT

Standard:	<input type="checkbox"/>	<input type="checkbox"/>
Except	<input type="checkbox"/>	<input type="checkbox"/>

Upside-Down:
 count ☐ ☐ _____
 attitude ☐ ☐ _____

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

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

NAMES Michael Farebrother — Janet Galbraith Q550794

GENERAL APPROACH
Calgary 2/1 w/Eastern Feel
 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 14 to 17 to _____	3♣ 5-5 minors weak 3♦ 5-5 minors GF 3♥ 3=1-(54) 3♠ 1=3-(54)	2NT 20 to 21 Puppet Stayman <input type="checkbox"/> Transfer Responses: Jacoby <input type="checkbox"/> Texas <input type="checkbox"/> 3♠ 1- or 2-minor slam try
5-card Major Common <input type="checkbox"/> System on over ART X, 2♣ 2♠ Stayman <input type="checkbox"/> Puppet <input type="checkbox"/> 2♦ Transfer to ♥ <input type="checkbox"/> <input type="checkbox"/> Forcing Stayman <input type="checkbox"/> 2♥ Transfer to ♠ <input type="checkbox"/> <input type="checkbox"/> 2♠ → ♠ (gap neg) 2NT → ♦	4♦, 4♥ Transfer <input type="checkbox"/> Smolen <input type="checkbox"/> Lebensohl <input type="checkbox"/> (fast denies) Neg. Double <input type="checkbox"/> : _____ Other: DONT runout/PEN X (P to play)	3NT _____ to _____ Conventional NT Openings

MAJOR OPENING	MINOR OPENING
Expected Min. Length 4 5	Expected Min. Length 4 3 NF 0-2 Conv.
1st/2nd <input type="checkbox"/> <input type="checkbox"/>	1♠ <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
3rd/4th <input type="checkbox"/> <input type="checkbox"/>	1♦ 4 unless 4=4=3=2 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
RESPONSES	RESPONSES
Double Raise: Force <input type="checkbox"/> Inv. <input type="checkbox"/> Weak <input type="checkbox"/> _____	Double Raise: Force <input type="checkbox"/> Inv. <input type="checkbox"/> Weak <input type="checkbox"/> _____
After Overcall: Force <input type="checkbox"/> Inv. <input type="checkbox"/> Weak <input type="checkbox"/> _____	After Overcall: Force <input type="checkbox"/> Inv. <input type="checkbox"/> Weak <input type="checkbox"/> _____
Conv. Raise: 2NT <input type="checkbox"/> 3NT <input type="checkbox"/> Splitter <input type="checkbox"/> _____	Forcing Raise: J/S in other minor <input type="checkbox"/> _____
Other: Fit J/S, Kokish GT	Single raise <input type="checkbox"/> Other: Limit+ _____
1NT: Forcing <input type="checkbox"/> Semi-forcing <input type="checkbox"/> _____	Frequently bypass 4+♦ <input type="checkbox"/> _____
2NT: Forcing <input type="checkbox"/> Inv. <input type="checkbox"/> to _____	1NT/1♠ 8 (6♦) to 10
3NT: 7 to 10 5+M, A/K O/S	2NT: Forcing <input type="checkbox"/> Inv. <input type="checkbox"/> 11 to 12
Drury <input type="checkbox"/> : Reverse <input type="checkbox"/> 2-Way <input type="checkbox"/> Fit <input type="checkbox"/> _____	3NT: 13 to 15
Other: 2♠: 4M 8-11, 2♦: 3M LR	Other: Fit J/S

2♣ Big to _____ HCP	DESCRIBE 2♥ rebid Kokish	RESPONSES/REBIDS
Strong <input type="checkbox"/> Other <input type="checkbox"/> _____		
2♦ Resp: Neg <input type="checkbox"/> Waiting <input type="checkbox"/> X, XX neg; P wait, GF		
2♦ 6 to 10 HCP	Sound Style	
Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/> _____		2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>
2♥ 6 to 10 HCP		Feature Ask (3NT only)
Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/> _____		2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>
2♠ 6 to 10 HCP		
Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/> _____		2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>
OTHER CONV. CALLS: New Minor Forcing: <input type="checkbox"/> 2-Way NMF <input type="checkbox"/> XYZ/NT		
Weak Jump Shifts not in Comp. <input type="checkbox"/> 4th Suit Forcing: 1 Round <input type="checkbox"/> Game <input type="checkbox"/>		
NT Defence (Hello) vs NT Overcalls Ingbermann/Rev (2M/2♦)		
Unusual v. Unusual (Low shows Low)		

Made with L^AT_EX and grbce (taigabridge.net)