

**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  
**A**K 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  
**A**K x x x x x x  
**A**K 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**  
EllenPC.tex: May 21, 2021.

**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**  
**Phantom Club Normal: WARNING not GCC legal**  
**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 **18**  
to \_\_\_\_\_  
5-card Major Common ☐  
System on over X, 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

2NT \_\_\_\_\_ to \_\_\_\_\_  
Puppet Stayman ☐  
**Transfer Responses:**  
Jacoby ☐ SA Texas ☐  
3♠ \_\_\_\_\_  
3NT \_\_\_\_\_ to \_\_\_\_\_  
3NT 4m PRE (broken m)

**MAJOR OPENING**  
Expected Min. Length 4 5  
1st/2nd ☐ ☐  
3rd/4th ☐ ☐  
**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: 2♠ drury by UPH, Fit J/S

**MINOR OPENING**  
Expected Min. Length 4 3 **NF** 0-2 **Conv.**  
1♠ **15+ or t/o ♠** ☐ ☐ ☐ ☐  
1♦ **usually 5+** ☐ ☐ ☐ ☐  
**RESPONSES**  
Double Raise: Force ☐ Inv. ☐ Weak ☐  
After Overcall: Force ☐ Inv. ☐ Weak ☐  
Forcing Raise: J/S in other minor ☐  
Single raise ☐ Other: \_\_\_\_\_  
Frequently bypass 4+ ♦ ☐  
1NT/1♠ 8 to 10-  
2NT: Forcing ☐ Inv. ☐ 10+ to 12  
3NT: 13 to 15  
Other: 2♠ / 1♦ Limit+, FJS/♦♦

2♣ **5** to **14** HCP  
Strong ☐ Other ☐  
2♦ Resp: Neg ☐ Waiting ☐

2♦ **3** to **8** HCP 6 cards, ...  
Natural: Weak ☐ Intermediate ☐ Strong ☐ Conv. ☐  
2♥ **3** to **8** HCP ... "Anything goes" ...  
Natural: Weak ☐ Intermediate ☐ Strong ☐ Conv. ☐

2♥ **3** to **8** HCP ... style  
Natural: Weak ☐ Intermediate ☐ Strong ☐ Conv. ☐

2♠ **3** to **8** HCP ... style  
Natural: Weak ☐ Intermediate ☐ Strong ☐ Conv. ☐

**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<sup>A</sup>T<sub>E</sub>X and grbce (taigabridge.net)