

SPECIAL DOUBLES
After Overcall: **Penalty** ☐ _____
Negative ☐ thru **3 ♠**
Responsive ☐: thru **2 ♠** 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 ☐
Gerber only after first and last NTs
Specific Ks
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 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-MF-Carol.tex: September 16, 2021.

NOTRUMP OVERCALLS
Direct: **15** to **18** Systems on ☐
Conv. ☐ Systems OFF/BAL
Balancing: **12** to **14**
Jump to 2NT: Minors ☐ 2 Lowest ☐
Conv. ☐

DEFENSE VS NOTRUMP
vs:
2 ♠ **♠ + higher** _____
2 ♦ **♦ + major** _____
2 ♥ **Majors** _____
2 ♠ **bad ♠** _____
Dbl: **Single suit (if ♠ good)** _____
Other **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 ☐ ☐

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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 **2 ♠**
2 ♠ Stayman ☐ **Puppet** ☐
2 ♦ **Transfer to ♥** ☐ **Forcing Stayman** ☐
2 ♥ **Transfer to ♠** ☐ **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 ☐ ☐
RESPONSES
Double Raise: **Force** ☐ Inv. ☐ **Weak** ☐
After Overcall: **Force** ☐ Inv. ☐ **Weak** ☐
Conv. Raise: **2NT** ☐ **3NT** ☐ **Splinter** ☐
Other: _____
1NT: **Forcing** ☐ **Semi-forcing** ☐
2NT: **Forcing** ☐ Inv. ☐ to _____
3NT: **13** to **15** **2M BAL**
Drury ☐: **Reverse** ☐ **2-Way** ☐ **Fit** ☐
Other: **2 ♠; 3, 2 ♦; 4**

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** ☐
Forcing Raise: **J/S in other minor** ☐
Single raise ☐ **Other:** _____
Frequently bypass 4+ ♦ ☐
1NT/1 ♠ **6** to **10-**
2NT: **Forcing** ☐ Inv. ☐ **10 +** to **12**
3NT: **13** to **15**
Other: _____

2 ♣ 22+ to _____ HCP
Strong ☐ **Other** ☐
2 ♦ Resp: Neg ☐ Waiting ☐ GF, 1+controls

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. ☐ **4th Suit Forcing:** **1 Round** ☐ **Game** ☐
2ND SUIT; Sandwich NT