

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

SIMPLE OVERCALL
 1 level **8+** to _____ HCP (usually)
 often 4 cards ☐ very light style ☐
Responses
 New suit: Forcing ☐ NFConst ☐ NF ☐
 Jump raise: Forcing ☐ Inv. ☐ Weak ☐
 cue = LR+

JUMP OVERCALL
 Strong ☐ Intermediate ☐ Weak ☐

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 ☐

vs. Interference: DOPI ☐ DEPO ☐ Level: _____ 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**
 serafini.tex: December 29, 2017.

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♣ **one suit** _____
 2♦ **Majors** _____
 2♥ **♥ + minor** _____
 2♠ **♠ + minor** _____
 Dbl: 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 _____

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 Michael Farebrother — Michael Serafini **Q550794**

GENERAL APPROACH
2/1 GF
 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♠ Stayman ☐ Puppet ☐
 2♦ Transfer to ♥ ☐ ☐
 Forcing Stayman ☐
 2♥ Transfer to ♠ ☐ ☐
 2♠ bad minor _____
 2NT _____
 3♠ SSST _____
 3♦ SSST _____
 3♥ SSST _____
 3♠ SSST _____
 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 or 4=3=2 ☐ ☐ ☐ ☐

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

2♣ Big to _____ HCP
 Strong ☐ Other ☐
 2♦ Resp: Neg ☐ Waiting ☐ GF; Promise A or K

2♦ 6 to **10** HCP Disciplined 1st/2nd
 Natural: Weak ☐ Intermediate ☐ Strong ☐ Conv. ☐
 feature ask
 2NT Force ☐ New Suit NF ☐

2♥ 6 to **10** HCP
 Natural: Weak ☐ Intermediate ☐ Strong ☐ Conv. ☐
 2NT Force ☐ New Suit NF ☐

2♠ 6 to **10** HCP
 Natural: Weak ☐ Intermediate ☐ Strong ☐ Conv. ☐
 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 ☐