

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

**SIMPLE OVERCALL**  
1 level \_\_\_\_\_ to \_\_\_\_\_ 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. \_\_\_\_\_

**DIRECT CUEBID**  
OVER: Minor Major  
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  
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**

**NOTRUMP OVERCALLS**  
**Direct:** \_\_\_\_\_ to \_\_\_\_\_ Systems on ☐  
**Conv.** ☐ \_\_\_\_\_  
**Balancing:** \_\_\_\_\_ to \_\_\_\_\_  
Jump to 2NT: Minors ☐ 2 Lowest ☐  
**Conv.** ☐ \_\_\_\_\_

**DEFENSE VS NOTRUMP**  
vs: \_\_\_\_\_  
2 **♣** \_\_\_\_\_  
2 **♦** \_\_\_\_\_  
2 **♥** \_\_\_\_\_  
2 **♠** \_\_\_\_\_  
Dbl: \_\_\_\_\_  
**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 \_\_\_\_\_ **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** \_\_\_\_\_

**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 \_\_\_\_\_ to \_\_\_\_\_  
\_\_\_\_\_ to \_\_\_\_\_  
5-card Major common ☐  
System on over \_\_\_\_\_  
2 **♣** Stayman ☐ Puppet ☐  
2 **♦** **Transfer to ♥** ☐ **4 ♦, 4 ♥ Transfer** ☐  
**Forcing Stayman** ☐ **Smolen** ☐  
2 **♥** **Transfer to ♠** ☐ **Lebensohl** ☐ (\_\_\_\_denies)  
2 **♠** \_\_\_\_\_ **Neg. Double** ☐ \_\_\_\_\_  
2NT \_\_\_\_\_ **Other:** \_\_\_\_\_

**2NT** \_\_\_\_\_ to \_\_\_\_\_  
Puppet Stayman ☐  
**Transfer Responses:**  
**Jacoby** ☐ **Texas** ☐  
3 **♠** \_\_\_\_\_

**3NT** \_\_\_\_\_ to \_\_\_\_\_  
**Conventional NT Openings** \_\_\_\_\_

**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: \_\_\_\_\_ to \_\_\_\_\_  
**Drury** ☐ : **Reverse** ☐ **2-Way** ☐ **Fit** ☐  
**Other:** \_\_\_\_\_

**MINOR OPENING**  
Expected Min. Length 4 3 **0-2** **Conv.** ☐  
1 **♣** ☐ ☐ ☐ ☐  
1 **♦** ☐ ☐ ☐ ☐

**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 **♣** \_\_\_\_\_ to \_\_\_\_\_  
2NT Forcing ☐ Inv. ☐ \_\_\_\_\_ to \_\_\_\_\_  
3NT: \_\_\_\_\_ to \_\_\_\_\_  
**Other:** \_\_\_\_\_

DESCRIBE	RESPONSES/REBIDS
2 <b>♣</b> _____ to _____ HCP Strong <input type="checkbox"/> <b>Other</b> <input type="checkbox"/> 2 <b>♦</b> Resp: Neg <input type="checkbox"/> Waiting <input type="checkbox"/>	
2 <b>♦</b> _____ to _____ HCP Natural: Weak <input type="checkbox"/> <b>Intermediate</b> <input type="checkbox"/> <b>Strong</b> <input type="checkbox"/> <b>Conv.</b> <input type="checkbox"/>	2NT Force <input type="checkbox"/> <b>New Suit NF</b> <input type="checkbox"/>
2 <b>♥</b> _____ to _____ HCP Natural: Weak <input type="checkbox"/> <b>Intermediate</b> <input type="checkbox"/> <b>Strong</b> <input type="checkbox"/> <b>Conv.</b> <input type="checkbox"/>	2NT Force <input type="checkbox"/> <b>New Suit NF</b> <input type="checkbox"/>
2 <b>♠</b> _____ to _____ HCP Natural: Weak <input type="checkbox"/> <b>Intermediate</b> <input type="checkbox"/> <b>Strong</b> <input type="checkbox"/> <b>Conv.</b> <input type="checkbox"/>	2NT Force <input type="checkbox"/> <b>New Suit NF</b> <input type="checkbox"/>
<b>OTHER CONV. CALLS:</b> <b>New Minor Forcing</b> <input type="checkbox"/> <b>2-Way NMF</b> <input type="checkbox"/> _____ Weak Jump Shifts: In Comp. <input type="checkbox"/> <b>Not in Comp.</b> <input type="checkbox"/> _____ <b>4th Suit Forcing:</b> 1 Rd. <input type="checkbox"/> <b>Game</b> <input type="checkbox"/> _____ _____ _____	