

**SPECIAL DOUBLES**  
 After Overcall: Penalty  \_\_\_\_\_  
 Negative  thru 2S  
 Responsive : thru \_\_\_\_\_ Maximal   
 Support: Dbl.  thru \_\_\_\_\_ Redbl   
 Card-showing  Min. Offshape T/O

**NOTRUMP OVERCALLS**  
 Direct: 15 to 17 Systems On   
 Conv.  \_\_\_\_\_  
 Balancing: 11 to 14  
 Jump to 2NT: Minors  2 Lowest   
 Conv.  \_\_\_\_\_

**NAMES** \_\_\_\_\_ # \_\_\_\_\_  
**GENERAL APPROACH**  
 Standard American  
**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  \_\_\_\_\_

**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   
 cuebid=limit+

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

**NOTRUMP OPENING BIDS**  
 1NT 15 to 17  
 3♣ \_\_\_\_\_  
 3♦ \_\_\_\_\_  
 3♥ \_\_\_\_\_  
 3♠ \_\_\_\_\_  
 5-card Major common   
 System on over x, 2C \_\_\_\_\_  
 2♣ Stayman  Puppet  \_\_\_\_\_  
 2♦ Transfer to ♥  4♦, 4♥ Transfer   
 Forcing Stayman  Smolen   
 2♥ Transfer to ♠  Lebensohl  (\_\_\_ denies) \_\_\_\_\_  
 2♠ Relay to 3C \_\_\_\_\_ Neg. Double  \_\_\_\_\_  
 2NT \_\_\_\_\_ Other: \_\_\_\_\_

2NT 20 to 21  
 Puppet Stayman   
**Transfer Responses:**  
 Jacoby  Texas   
 3♣ \_\_\_\_\_  
 3NT \_\_\_\_\_ to \_\_\_\_\_

**JUMP OVERCALL**  
 Strong  Intermediate  Weak

**OVER OPP'S T/O DOUBLE**  
 New Suit Forcing: 1 level  2 level   
 Jump Shift: Forcing  Inv.  Weak   
 Redouble Implies no fit

**MAJOR OPENING**  
 Expected Min. Length 4 5  
 1st/2nd    
 3rd/4th

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

**OPENING PREEMPTS**  
 Sound Light Very Light  
 3/4-bids     
 Conv./Resp. vul not vul

2NT Over Limit + Limit Weak  
 Majors     
 Minors     
 Other \_\_\_\_\_

**RESPONSES**  
 Double Raise: Force  Inv.  Weak   
 After Overcall: Force  Inv.  Weak   
 Conv. Raise: 2NT  3NT  Splinter   
 Other: cuebid=limit+

**RESPONSES**  
 Double Raise: Force  Inv.  Weak   
 After Overcall: Force  Inv.  Weak   
 Forcing Raise: J/S in other minor   
 Single raise  Other: cuebid=limit+

**DIRECT CUEBID**  
 OVER: Minor Major Artif. Bids  
 Natural     
 Strong T/O     
 Michaels

**VS Opening Preempts Double Is**  
 Takeout  thru 4H Penalty   
 Conv. Takeout: \_\_\_\_\_  
 Lebensohl 2NT Response   
 Other: \_\_\_\_\_

1NT: Forcing  Semi-forcing   
 2NT: Forcing  Inv.  11 to 12  
 3NT: 13 to 15  
 Drury : Reverse  2-Way  Fit   
 Other: \_\_\_\_\_

Frequently bypass 4 + ♦   
 1NT/1♣ 6 to 10  
 2NT Forcing  Inv.  11 to 12  
 3NT: 13 to 15  
 Other: \_\_\_\_\_

**SLAM CONVENTIONS** Gerber  4NT: Blackwood  RKC  1430   
 ONTO  
 vs Interference: DOPI  DEPO  Level: \_\_\_\_\_ ROPI

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

<b>x x</b>	x x x x	<b>x x</b>	x x x x
x x x	x x x x x	x x x	x x x x x
Ⓐ K x	T 9 x	Ⓐ 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 x	Q T 9 x	Q J T x	Q T 9 x
K Q T 9	J T 9 x	J T 9 x	T 9 x x

**DEFENSIVE CARDING**  
 vs SUITS vs NT  
 Standard:    
 Except   
 Upside-Down:  
 count    
 attitude

**LENGTH LEADS:**  
 4th Best vs SUITS  vs NT   
 3rd/5th Best vs SUITS  vs NT   
 Attitude vs NT

**FIRST DISCARD**  
 Lavinthal    
 Odd/Even    
 \_\_\_\_\_

**Primary signal to partner's leads**  
 Attitude  Count  Suit Preference

**OTHER CARDING**  
 Smith Echo    
 Trump Suit Pref.    
 Foster Echo

**SPECIAL CARDING**  **PLEASE ASK**

**DESCRIBE** **RESPONSES/REBIDS**

2♣ _____ to _____ HCP Strong <input checked="" type="checkbox"/> Other <input type="checkbox"/> 2♦ Resp: Neg. <input type="checkbox"/> Waiting <input checked="" type="checkbox"/> or 22+ balanced	8 1/2 quick tricks	
2♦ 5 to 10 HCP Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>		Feature; RONF
2♥ 5 to 10 HCP Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>		2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/> Feature; RONF
2♠ 5 to 10 HCP Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>		2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/> Feature; RONF
<b>OTHER CONV. CALLS:</b> New Minor Forcing: <input type="checkbox"/> 2-Way NMF <input type="checkbox"/> Weak Jump Shifts not in Comp. <input type="checkbox"/> 4th Suit Forcing: 1 Round <input type="checkbox"/> Game <input type="checkbox"/>		