

### SPECIAL DOUBLES

After Overcall: **Penalty** ☐ \_\_\_\_\_  
 Negative ☐ thru 3♠  
 Responsive ☐ thru 3♠ Maximal ☐  
 Support: **Dbl.** ☐ thru 2♠ **Redbl** ☐  
 Card-showing ☐ Min. Offshape T/O ☐  
 Support X promises A/K/Q

### SIMPLE OVERCALL

1 level 7 to 16 HCP (usually)  
 often 4 cards ☐ very light style ☐  
**Responses**  
 New suit: Forcing ☐ NFConst ☐ NF ☐  
 Jump raise: Forcing ☐ Inv. ☐ Weak ☐  
 JS=Fit; Jump Q=mixed; Transfer Advances

### JUMP OVERCALL

**Strong** ☐ **Intermediate** ☐ **Weak** ☐  
 Except 1♠-2♦ and 1♦-2♥=Roman

### OPENING PREEMPTS

Sound Light Very Light  
 3/4-bids ☐ ☐ ☐  
 Conv./Resp. \_\_\_\_\_

### DIRECT CUEBID

OVER: Minor Major Artif. Bid  
 Natural ☐ ☐ ☐  
 Strong T/O ☐ ☐ ☐  
 Michaels ♠ only! 1♥-2♥=4♠ 5+min ☐  
 1♠-2♠=4♠ 5+Red; 1♦-2♦=4M 5+♠

**SLAM CONVENTIONS** Gerber ☐ 4NT: Blackwood ☐ RKC ☐ 1430 ☐  
 SWEEP CUES: 4NT after a cuebid is not Blackwood!

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
<b>A</b> K x	<b>T</b> 9 x	<b>A</b> K J x	<b>A</b> Q <u>J</u> x
K Q x	K <b>J</b> <u>T</u> x	<b>A</b> J T 9	<b>A</b> T 9 x
Q J x	K T <u>9</u> x	K Q J x	K Q T 9
J T 9	Q T <u>9</u> x	Q J T x	Q T <u>9</u> 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:** 15 to 18 Systems on ☐  
**Conv.** ☐ \_\_\_\_\_  
**Balancing:** 11 to 16  
 Jump to 2NT: Minors ☐ 2 Lowest ☐  
**Conv.** ☐ Sandwich (4-5)

### DEFENSE VS NOTRUMP

**vs:** ALL  
 2♠ Majors (2♦ asks) \_\_\_\_\_  
 2♦ One major \_\_\_\_\_  
 2♥ 5+♥ 4+ minor \_\_\_\_\_  
 2♣ 5+♣ 4+ minor \_\_\_\_\_  
**Dbl:** 4M 5+m (2♦ asks m, 2♦ asks M)  
**Other** (Woolsey)

### OVER OPP'S T/O DOUBLE

New Suit Forcing: 1 level ☐ 2 level ☐  
 Jump Shift: Forcing ☐ Inv. ☐ Weak ☐  
 Redouble implies no fit ☐ **JS = FIT**

2NT Over Limit+ Limit Weak  
 Majors ☐ ☐ ☐  
 Minors ☐ ☐ ☐  
 Other Transfers after 1M-X

### VS Opening Preempts Double Is

Takeout ☐ thru 4♠ **Penalty** ☐  
**Conv. Takeout:** 4NT=2 suits  
**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 ☐ ☐

### 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 ☐

### NOTRUMP OPENING BIDS

1NT 15 to 17  
 to \_\_\_\_\_  
 5-card Major Common ☐  
 System on over X, 2♠  
 2♠ Stayman ☐ **Puppet** ☐  
 2♦ Transfer to ♥ ☐ ☐  
**Forcing Stayman** ☐  
 2♥ Transfer to ♠ ☐ ☐  
 2♠ ⇒ 3♠ (3♠ likes)  
 2NT ⇒ 3♦

3♠ (3-1)(5-4)  
 3♦ 5-5 minors GF  
 3♥ Natural GF  
 3♣ Natural GF  
 4♦, 4♥ Transfer ☐ ☐  
**Smolen** ☐  
**Lebensohl** ☐ (fast denies)  
 Neg. Double ☐: 3-level only  
**Other:** Rubensohl

### 2NT 20 to 21

**Puppet Stayman** ☐  
**Transfer Responses:**  
**Jacoby** ☐ **Texas** ☐  
 3♠ MSS

3NT \_\_\_\_\_ to \_\_\_\_\_  
 Kantar (solid major)

### 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:** 1♥-2N/1♠-3♠ bal GF; other JS raises  
 1NT: **Forcing** ☐ **Semi-forcing** ☐  
 2NT: Forcing ☐ Inv. ☐ 14+ to \_\_\_\_\_  
 3NT: \_\_\_\_\_ to \_\_\_\_\_  
**Drury** ☐: Reverse ☐ 2-Way ☐ Fit ☐  
**Other:** 2-way GT, Fit jumps by passed hand

### MINOR OPENING

Expected Min. Length 4 3 **NF** 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:** JS 8-10, Invtd 11+  
 Frequently bypass 4+ ♦ ☐  
 1NT/1♠ 8 to 10  
 2NT: Forcing ☐ Inv. ☐ 14-15 to or 18+  
 3NT: 16 to 17  
**Other:** 1m-2♥ Reverse Flannery

2♣ 22+ toor 8½QT HCP  
 Strong ☐ **Other** ☐ 2C-2D-3M demands cue  
 2♦ Resp: Neg ☐ Waiting ☐ 2C-2D-4M 9 tricks

### DESCRIBE

### RESPONSES/REBIDS

2♥ = No A or K or 2Q  
 2NT = ♥

2♦ 5 to 10 HCP  
 Natural: Weak ☐ **Intermediate** ☐ **Strong** ☐ **Conv.** ☐

Feature; relay after TOX  
 2NT Force ☐ **New Suit NF** ☐

2♥ 5 to 10 HCP  
 Natural: Weak ☐ **Intermediate** ☐ **Strong** ☐ **Conv.** ☐

Feature; relay after TOX  
 2NT Force ☐ **New Suit NF** ☐

2♠ 5 to 10 HCP  
 Natural: Weak ☐ **Intermediate** ☐ **Strong** ☐ **Conv.** ☐

Feature; relay after TOX  
 2NT Force ☐ **New Suit NF** ☐

**OTHER CONV. CALLS:** **New Minor Forcing:** ☐ **Always 2♠ 2-Way NMF** ☐  
**Weak Jump Shifts not in Comp.** ☐ only 1m-2♠ 4th Suit Forcing: 1 Round ☐ **Game** ☐  
 Unus over Unus; Lebensohl/Reverse; Sandwich NT  
 Good/Bad 2NT; Truscott vs. strong club