

SPECIAL DOUBLES After Overcall: Penalty ☐ Negative ☒ thru 3s Responsive: ☒ thru 2s Maximal ☐ Support: Dbl ☒ thru 2s Rdbl ☒ Card-showing ☐ Min. Offshape T/O ☐		NOTRUMP OVERCALLS Direct: <u>15</u> to <u>18</u> Systems on ☒ Conv. _____ Balance: <u>12</u> to <u>15</u> Jump to 2NT: Minors ☐ 2 Lowest ☒ Conv. _____		NAMES																													
SIMPLE OVERCALL 1-level 7+ to _____ HCP (usually) Often 4 cards ☐ Very light style ☐ Responses New Suit: Forcing ☒ NFConst ☐ NF ☐ Jump Raise: Forcing ☐ Inv. ☐ Weak ☒		DEFENSE VS NOTRUMP vs: <u>strong</u> <u>wk</u> 2♣ <u>any suit</u> <u>any suit</u> 2♦ <u>2Ms</u> <u>2Ms</u> 2♥ <u>H+m</u> <u>H+m</u> 2♠ <u>S+m</u> <u>S+m</u> Dbl <u>5m+4M</u> <u>pen</u> Other: _____		GENERAL APPROACH 2/1 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 ☐																													
JUMP OVERCALL Strong ☐ Intermediate ☐ Weak ☒		OVER OPP'S T/O DOUBLE New Suit Forcing: 1-level ☒ 2-level ☐ Redouble implies no fit ☐ 2NT Over Limit + Limit Weak Majors ☒ ☐ ☐ Minors ☒ ☐ ☐ Other: _____		NOTRUMP OPENING BIDS 1NT <u>15</u> to <u>17</u> to _____ 5-Card Major Common ☒ System On Overx&2c _____ 2♣ Stayman ☒ Puppet ☐ 2♦ Transfer to ☒ ☐ Forcing Stayman ☐ 2♥ Transfer to ☒ ☐ 2♠ transfer to C _____ 2NT <u>invitation</u> _____ 3♣ 55m Weak _____ 3♦ 55m Good _____ 3♥ 31(54) _____ 3♠ 13(54) _____ 2NT <u>20</u> to <u>21</u> Puppet Stayman ☒ Transfer Responses: Jacoby ☒ Texas ☒ 3♠ _____ 3NT _____ to _____ gambling _____ Conventional NT Openings _____																													
OPENING PREEMPTS Sound Light Very Light 3/4-bids ☐ ☒ ☐ Conv./Resp. _____		VS OPENING PREEMPT DOUBLE IS Takeout ☒ thru <u>4h</u> Penalty ☐ Conv. Takeout: _____ Lebensohl 2NT Response ☒ 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: <u>bergen</u> 1NT: Forcing ☒ Semi-forcing ☐ 2NT: Forcing ☐ Inv. ☒ to _____ 3NT: _____ to _____ Drury ☒ : Reverse ☐ 2-Way ☐ Fit ☐ Other: <u>2d over drury asking range</u>																													
DIRECT CUEBID Over: Minor Major Natural ☐ ☐ Strong T/O ☐ ☐ Michaels ☒ ☒		SLAM CONVENTIONS Gerber ☐ 4NT: Blackwood ☐ RKC ☒ 1430 ☒ <u>minorwood, exclusive RKC (0,0.5, 1, 1.5, 2, 2.5)</u>		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: _____ Frequently bypass 4+♦ ☐ 1NT/1♣: <u>6</u> to <u>10</u> 2NT: Forcing ☐ Inv. ☒ <u>11</u> to <u>12</u> 3NT: <u>13</u> to <u>15</u> Other: _____																													
vs. Interference: DOPI ☒ DEPO ☒ Level: _____ ROPI ☐		LEADS (click card led, if not in bold) versus Suits <table><tr><td>x x</td><td>x x x x</td></tr><tr><td>x x x</td><td>x x x x x</td></tr><tr><td>A K x</td><td>10 9 x</td></tr><tr><td>K Q x</td><td>K J 10 x</td></tr><tr><td>Q J x</td><td>K 10 9 x</td></tr><tr><td>J 10 x</td><td>Q 10 9 x</td></tr><tr><td>K Q 10 9</td><td></td></tr></table> versus Notrump <table><tr><td>x x</td><td>x x x x</td></tr><tr><td>x x x</td><td>x x x x x</td></tr><tr><td>A K J x</td><td>A Q J x</td></tr><tr><td>A J 10 9</td><td>A 10 9 8</td></tr><tr><td>K Q J x</td><td>K Q 10 9</td></tr><tr><td>Q J 10 x</td><td>Q 10 9 8</td></tr><tr><td>J 10 9 x</td><td>10 9 8 x</td></tr></table> Length Leads: 4th Best vs Suits ☐ vs NT ☒ 3rd/5th Best vs Suits ☒ vs NT ☐ Attitude vs NT ☐		x x	x x x x	x x x	x x x x x	A K x	10 9 x	K Q x	K J 10 x	Q J x	K 10 9 x	J 10 x	Q 10 9 x	K Q 10 9		x x	x x x x	x x x	x x x x x	A K J x	A Q J x	A J 10 9	A 10 9 8	K Q J x	K Q 10 9	Q J 10 x	Q 10 9 8	J 10 9 x	10 9 8 x	DEFENSIVE CARDING vs Suits vs NT Standard: ☐ ☐ Except ☐ _____ Upside-Down Count ☒ ☒ Upside-Down Attitude ☒ ☒ FIRST DISCARD Lavinthal ☒ ☒ Odd/Even ☐ ☐ OTHER CARDING Smith Echo ☐ ☐ Trump Suit Pref. ☐ ☐ Foster Echo ☐ ☐	
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Primary signal to partner's leads Attitude ☒ Count ☐ Suit Preference ☐		SPECIAL CARDING ☐ PLEASE ASK		DESCRIBE 2♠ 19 to _____ HCP Strong ☒ Other ☐ 2♦ Response: Neg ☐ Waiting ☒ 2♦ 5 to 11 HCP Natural: Weak ☒ Intermediate ☐ Strong ☐ Conv ☐ 2♥ 5 to 11 HCP Natural: Weak ☒ Intermediate ☐ Strong ☐ Conv ☐ 2♠ 5 to 11 HCP Natural: Weak ☒ Intermediate ☐ Strong ☐ Conv ☐ OTHER CONV CALLS: New Minor Forcing ☒ 2-Way NMF ☐ Weak jump shifts: In Comp. ☒ Not In Comp. ☐ 4th Suit Forcing: 1 Round ☐ To Game ☒																													
				RESPONSES/REBIDS ogust 2NT Force ☒ New Suit NF ☐ ogust 2NT Force ☒ New Suit NF ☐ ogust 2NT Force ☒ New Suit NF ☐																													