



SPECIAL DOUBLES

After Overcall: **Penalty** ☐ _____
Negative ☐ thru 4♥
Responsive ☐ : thru 4♥ Maximal ☐
Support: Dbl. ☐ thru 2♥, 2♠ Redbl ☐
Card-showing ☐ Min. Offshape T/O ☐
over 2♠ or support xx is optional

SIMPLE OVERCALL

1 level 7 to 17 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)
(A) K x	(T) 9 x
(K) Q x	(J) T x
(Q) J x	(K) Q J x
(J) T 9	(Q) T 9 x
(K) Q T 9	(J) T 9 x

LENGTH LEADS:

	vs SUITS	vs NT
4th Best	☐	☐
3rd/5th Best	☐	☐
Attitude	☐	☐

Primary signal to partner's leads

Attitude ☐ Count ☐ Suit preference ☐

NOTRUMP OVERCALLS

Direct: 15 to 18 Systems on ☐
Conv. ☐ _____
Balancing: 11 to 15
Jump to 2NT: Minors ☐ 2 Lowest ☐
Conv. ☐ _____

DEFENSE VS NOTRUMP

vs:	strong	weak
2♣	both majors	both majors
2♦	one major	one major
2♥	♥+minor	♥+minor
2♠	♠+minor	♠+minor
Dbl:	Penalty	Penalty
Other	2NT=both minors	
bal 2♦	= one M compete, 2M=good	

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 transfer response starts 1NT

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 Echorev	☐	☐
Trump Suit Pref.	☐	☐
Foster Echo	☐	☐

NAMES Yan & Alex

GENERAL APPROACH

two over one game forcing

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	14+ to 17
5-card Major common ☐	3♣ Puppet
System on over dbl, 2♣	3♦ 55minors GF
2♣ Stayman ☐ Puppet ☐	3♥ 31(54)
2♦ Transfer to ♥ ☐	3♠ 13(54)
Forcing Stayman ☐	4♦, 4♥ Transfer ☐
2♥ Transfer to ♠ ☐	Smolen ☐
2♠ range ask, or ♣	Lebensohl ☐ (fast denies)
2NT ♦ or ♣+♦ wk	Neg. Double ☐
	Other: 2♣ then 2M=light INV

2NT 20 to 21
Puppet Stayman ☐
Transfer Responses:
Jacoby ☐ Texas ☐
3♠ ->3NT

3NT _____ to _____
gambling no A/K

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 ☐ Splitter ☐
Other: Jacoby, mix raise
1NT: Forcing ☐ Semi-forcing ☐
2NT: Forcing ☐ Inv. ☐ _____ to _____
3NT: good 4M ☐
Drury: Reverse ☐ 2-Way ☐ Fit ☐
Other: Bergen raise-3♦=LR, 3♣=Conv R
PH fit-showing

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:** inverted
Frequently bypass 4+♦ ☐
1NT/1♣ 7 to 10
2NT Forcing ☐ Inv. ☐ 11 to 12
3NT: 13 to 15
Other inveted m, force to 3m

DESCRIBE

RESPONSES/REBIDS

2♣ <u>22+</u> to _____ HCP	Strong ☐ Other ☐	9 tricks/ bal 22+ kokish
2♦ Resp: Neg ☐ Waiting ☐		
2♦ <u>5</u> to <u>10</u> HCP	Natural: Weak ☐ Intermediate ☐ Strong ☐ Conv. ☐	2NT Force ☐ New Suit NF ☐
2♥ <u>5</u> to <u>10</u> HCP	Natural: Weak ☐ Intermediate ☐ Strong ☐ Conv. ☐	2NT Force ☐ New Suit NF ☐
2♠ <u>5</u> to <u>10</u> HCP	Natural: Weak ☐ Intermediate ☐ Strong ☐ Conv. ☐	2NT Force ☐ New Suit NF ☐

OTHER CONV. CALLS: New Minor Forcing ☐ 2-Way NMF ☐ XYZ

Weak Jump Shifts: In Comp. ☐ Not in Comp. ☐

4th Suit Forcing: 1 Rd. ☐ Game ☐

Usual vs usual, low for low, Bart

SPECIAL CARDING

PLEASE ASK