



### SPECIAL DOUBLES

After Overcall: Penalty  \_\_\_\_\_  
 Negative  thru 4♥  
 Responsive  : thru \_\_\_\_\_ Maximal   
 Support: Dbl.  thru \_\_\_\_\_ Redbl   
 Card-showing  Min. Offshape T/O

### NOTRUMP OVERCALLS

Direct: 15 to 18 Systems on   
 Conv.  if Opps bid, systems off  
 Balancing: 12 to 14  
 Jump to 2NT: Minors  2 Lowest   
 Conv.  \_\_\_\_\_

NAMES Untitled

### GENERAL APPROACH

Modern 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 18 HCP (usually)  
 often 4 cards  very light style   
**Responses**  
 New Suit: Forcing  NF Const  NF   
 Jump Raise: Forcing  Inv.  Weak   
 1/1 is Forcing one-rnd

### DEFENSE VS NOTRUMP

vs: Strong/Weak \_\_\_\_\_  
 2♣ natural \_\_\_\_\_  
 2♦ natural \_\_\_\_\_  
 2♥ natural \_\_\_\_\_  
 2♠ natural \_\_\_\_\_  
 Dbl: Equal Value \_\_\_\_\_  
 Other \_\_\_\_\_

### NOTRUMP OPENING BIDS

**1NT**  
15 to 17  
 \_\_\_\_\_ to \_\_\_\_\_  
 5-card Major common   
 System on over X, 2♣  
 2♣ Stayman  Puppet   
 2♦ Transfer to ♥  4♦, 4♥ Transfer   
 Forcing Stayman  Smolen  2/3-level  
 2♥ Transfer to ♠  Lebensohl  (\_\_\_\_) denies  
 2♠ Transfer to ♣ \_\_\_\_\_  
 Neg. Double : \_\_\_\_\_  
 2NT Inv \_\_\_\_\_ Other: \_\_\_\_\_

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

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

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

### OPENING PREEMPTS

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

### VS Opening Preempts Double Is

Takeout  thru 4♥ Penalty   
 Conv. Takeout: \_\_\_\_\_  
 Lebensohl 2NT Response   
 Other: \_\_\_\_\_

### DIRECT CUEBID

OVER: Minor Major  
 Natural    
 Strong T/O    
 Michaels

### 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.  11 to 12  
 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♣ 6 to 10  
 2NT Forcing  Inv.  11 to 12  
 3NT: 13 to 15  
 Other \_\_\_\_\_

**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

|            |           |            |           |
|------------|-----------|------------|-----------|
| <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 |
| (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

### DEFENSIVE CARDING

vs SUITS vs NT

Standard:

Upside-Down: count  attitude

### FIRST DISCARD

Lavinthal    
 Odd/Even

### OTHER CARDING

Smith Echo    
 Trump Suit Pref.    
 Foster Echo

### DESCRIBE

### RESPONSES/REBIDS

|   |  |
|---|--|
| 2♣ <u>22+</u> to _____ HCP<br>Strong <input type="checkbox"/> Other <input type="checkbox"/><br>2♦ Resp: Neg <input type="checkbox"/> Waiting <input type="checkbox"/>      |  |
| 2♦ <u>5</u> to <u>10</u> HCP<br>Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/> | Ogust<br>2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/> |
| 2♥ <u>5</u> to <u>10</u> HCP<br>Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/> | Ogust<br>2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/> |
| 2♠ <u>5</u> to <u>10</u> HCP<br>Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/> | Ogust<br>2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/> |

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

Weak Jump Shifts: In Comp.  Not in Comp.  \_\_\_\_\_  
 4th Suit Forcing: 1 Rd.  Game

### SPECIAL CARDING

### PLEASE ASK