



## SPECIAL DOUBLES

After Overcall: **Penalty** ☐ \_\_\_\_\_  
 Negative ☐ thru 4H  
 Responsive ☐ : thru 4H Maximal ☐  
**Support: Dbl.** ☐ thru 3x Redbl ☐  
 Card-showing ☐ Min. Offshape T/O ☐  
**Snapdragon**

## SIMPLE OVERCALL

1 level 7 to 18 HCP (usually)  
 often 4 cards ☐ very light style ☐

### Responses

New Suit: Forcing ☐ NFConst ☐ NF ☐  
 Jump Raise: Forcing ☐ Inv. ☐ Weak ☐  
 Jump Q=mix

## 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 ☐ ☐

## NOTRUMP OVERCALLS

**Direct:** 15 to 18 Systems on ☐  
**Conv.** ☐ \_\_\_\_\_  
**Balancing:** 10 to 15  
 Jump to 2NT: Minors ☐ 2 Lowest ☐  
**Conv.** ☐ \_\_\_\_\_

## DEFENSE VS NOTRUMP

vs: \_\_\_\_\_ Balance/PH  
 2♣ Majors C+higher  
 2♦ 1 Major D+higher  
 2♥ H+minor H  
 2♠ S+minor S  
 Dbl: Penalty 1 minor or 2Ma  
 Other \_\_\_\_\_

## 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 Transfers

## VS Opening Preempts Double Is

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

NAMES Justin Lall John Hurd

## GENERAL APPROACH

**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  
13+ to 16  
14+ to 17  
 5-card Major common ☐  
 System on over 2C, DBL  
 2♣ Stayman ☐ Puppet ☐  
 2♦ Transfer to ♥ ☐ 4♦, 4♥ Transfer ☐  
 Forcing Stayman ☐ Smolen ☐  
 2♥ Transfer to ♠ ☐ Lebensohl ☐ (Transdenies)  
 2♠ Size or Clubs Neg. Double ☐ \_\_\_\_\_  
 2NT Diamonds Other: Transfer after transfer

2NT 19 to 21

Puppet Stayman ☐

**Transfer Responses:**

Jacoby ☐ Texas ☐

3♠ Clubs or minors

4C=diamonds

3NT \_\_\_\_\_ to \_\_\_\_\_

Gambling, to play 3/4 seat

**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: 1-3 mixed, 1M-3D=limit in major  
 1NT: Forcing ☐ Semi-forcing ☐  
 2NT: Forcing ☐ Inv. ☐ \_\_\_\_\_ to \_\_\_\_\_  
 3NT: \_\_\_\_\_ to \_\_\_\_\_  
 Drury ☐ Reverse ☐ 2-Way ☐ Fit ☐  
 Other: 2 tier splinters

## 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 ☐  
 Other: 1-3 mixed in competition  
 Frequently bypass 4+♦ ☐  
 1NT/1♣ 6 to 11  
 2NT Forcing ☐ Inv. ☐ 12 to 13  
 3NT: 14 to 16  
 Other 1-3 mixed in competition

**SLAM CONVENTIONS** Gerber ☐ 4NT: Blackwood ☐ RKC ☐ 1430 ☐  
 1430, kickback, non-serious 3S/3N, joe boo if they dbl kickback

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  
 (A)K x T9 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: ☐ ☐  
 Except ☐  
 Lots of suit preference

Upside-Down:  
 count ☐ ☐  
 attitude ☐ ☐

### FIRST DISCARD

Lavinthal ☐ ☐  
 Odd/Even ☐ ☐

### OTHER CARDING

Smith Echo ☐ ☐  
 Trump Suit Pref. ☐ ☐  
 Foster Echo ☐ ☐

## DESCRIBE

## RESPONSES/REBIDS

2♣ \_\_\_\_\_ to \_\_\_\_\_ HCP

2♦ Resp: Neg ☐ Waiting ☐

2♦ 4 to 10 HCP

Natural: Weak ☐ Intermediate ☐ Strong ☐ Conv. ☐

2♥ 4 to 10 HCP

Natural: Weak ☐ Intermediate ☐ Strong ☐ Conv. ☐

2♠ 4 to 10 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 Rd. ☐ Game ☐

Unusual Vs unusual, mathe vs strong C,

## SPECIAL CARDING ☐ PLEASE ASK

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