

# normal openings--weak NT--weak 2s: 6-12 and 5+ cards

## SPECIAL DOUBLES

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

## NOTRUMP OVERCALLS

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

## SIMPLE OVERCALL

1 level \_\_\_\_\_ to \_\_\_\_\_ HCP (usually)  
 often 4 cards  very light style

### Responses

New Suit: Forcing  NFConst  NF   
 Jump Raise: Forcing  Inv.  Weak

## DEFENSE VS NOTRUMP

**vs:** \_\_\_\_\_  
 2♣ \_\_\_\_\_  
 2♦ \_\_\_\_\_  
 2♥ \_\_\_\_\_  
 2♠ \_\_\_\_\_  
**Dbl:** \_\_\_\_\_  
**Other:** \_\_\_\_\_

## 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

## OPENING PREEMPTS

	Sound	Light	Very	Light
3/4-bids	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<b>Conv./Resp.</b>	_____			

<b>2NT Over</b>	<b>Limit+</b>	<b>Limit</b>	<b>Weak</b>
<b>Majors</b>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<b>Minors</b>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<b>Other</b>	_____		

## DIRECT CUEBID

OVER:	Minor	Major
Natural	<input type="checkbox"/>	<input type="checkbox"/>
Strong T/O	<input type="checkbox"/>	<input type="checkbox"/>
Michaels	<input type="checkbox"/>	<input type="checkbox"/>

## VS Opening Preempts Double Is

Takeout  thru \_\_\_\_\_ **Penalty**   
**Conv. Takeout:** \_\_\_\_\_  
**Lebensohl 2NT Response**   
**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 <b>x</b> <b>x x</b> x x x x	<b>x x</b> x x x x
x x <b>x</b> x x x x <b>x</b> <b>x x x</b> x x x <b>x x</b>	<b>x x x</b> x x x <b>x x</b>
A K x <b>T</b> 9 x    A <b>K</b> J x    A <b>Q</b> J x	A <b>J</b> T 9    A <b>T</b> 9 x
<b>K</b> Q x    K <b>J</b> T x    A <b>J</b> T 9    A <b>T</b> 9 x	<b>K</b> Q J x    K <b>Q</b> T 9
<b>Q</b> J x    K <b>T</b> 9 x <b>K</b> Q J x    K <b>Q</b> T 9	<b>Q</b> J T 9    Q <b>T</b> 9 x
<b>J</b> T 9    Q <b>T</b> 9 x <b>Q</b> J T x    Q <b>T</b> 9 x	<b>J</b> T 9 x <b>T</b> 9 x x
<b>K</b> Q T 9	

### LENGTH LEADS:

4th Best	vs SUITS <input type="checkbox"/>	vs NT <input type="checkbox"/>
3rd/5th Best	vs SUITS <input type="checkbox"/>	vs NT <input type="checkbox"/>
	Attitude vs NT <input type="checkbox"/>	

### Primary signal to partner's leads

Attitude  Count  Suit preference

## DEFENSIVE CARDING

vs SUITS vs NT

Standard:	<input type="checkbox"/>	<input type="checkbox"/>
Except <input type="checkbox"/>		
Upside-Down:		
count	<input type="checkbox"/>	<input type="checkbox"/>
attitude	<input type="checkbox"/>	<input type="checkbox"/>

### FIRST DISCARD

Lavinthal	<input type="checkbox"/>	<input type="checkbox"/>
Odd/Even	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>

### OTHER CARDING

Smith Echo	<input type="checkbox"/>	<input type="checkbox"/>
Trump Suit Pref.	<input type="checkbox"/>	<input type="checkbox"/>
Foster Echo	<input type="checkbox"/>	<input type="checkbox"/>

Defense against this system: standard. Going for penalties not a priority. Also, their own constructive auctions will often degenerate into guessing games. Also, they will sometimes go for a number even though that isn't your primary objective.

## 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

<b>1NT</b>	_____ to _____	3♣ _____	<b>2NT</b> _____ to _____
_____ to _____	_____ to _____	3♦ _____	Puppet Stayman <input type="checkbox"/>
5-card Major common <input type="checkbox"/>	System on over _____	3♥ _____	<b>Transfer Responses:</b>
2♣ Stayman <input type="checkbox"/> Puppet <input type="checkbox"/>	2♦ Transfer to ♥ <input type="checkbox"/>	3♠ _____	Jacoby <input type="checkbox"/> Texas <input type="checkbox"/>
2♥ Transfer to ♠ <input type="checkbox"/>	4♦, 4♥ Transfer <input type="checkbox"/>		3♠ _____
2♠ _____	Lebensohl (____denies)		
2NT _____	Neg. Double: _____		<b>3NT</b> _____ to _____
	<b>Other:</b> _____		<b>Conventional NT Openings</b>

## MAJOR OPENING

Expected Min. Length	4	5
1st/2nd	<input type="checkbox"/>	<input type="checkbox"/>
3rd/4th	<input type="checkbox"/>	<input type="checkbox"/>

### RESPONSES

Double Raise: Force  Inv.  **Weak**   
 After Overcall: Force  Inv.  Weak   
 Conv. Raise: 2NT  3NT  Splinter   
**Other:** \_\_\_\_\_  
**1NT: Forcing**  **Semi-forcing**   
 2NT: Forcing  Inv.  \_\_\_\_\_ to \_\_\_\_\_  
 3NT: \_\_\_\_\_ to \_\_\_\_\_  
**Drury** : Reverse  2-Way  Fit   
**Other:** \_\_\_\_\_

## MINOR OPENING

Expected Min. Length	4	3	0-2	Conv.
1♣	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
1♦	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

### 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♣ \_\_\_\_\_ to \_\_\_\_\_  
 2NT Forcing  Inv.  \_\_\_\_\_ to \_\_\_\_\_  
 3NT: \_\_\_\_\_ to \_\_\_\_\_  
**Other:** \_\_\_\_\_

## DESCRIBE

## RESPONSES/REBIDS

2♣ _____ to _____ HCP	
Strong <input type="checkbox"/> <b>Other</b> <input type="checkbox"/>	
2♦ Resp: Neg <input type="checkbox"/> Waiting <input type="checkbox"/>	
2♦ _____ to _____ HCP	
Natural: Weak <input type="checkbox"/> <b>Intermediate</b> <input type="checkbox"/> <b>Strong</b> <input type="checkbox"/> <b>Conv.</b> <input type="checkbox"/>	2NT Force <input type="checkbox"/> <b>New Suit</b> <b>NF</b> <input type="checkbox"/>
2♥ _____ to _____ HCP	
Natural: Weak <input type="checkbox"/> <b>Intermediate</b> <input type="checkbox"/> <b>Strong</b> <input type="checkbox"/> <b>Conv.</b> <input type="checkbox"/>	2NT Force <input type="checkbox"/> <b>New Suit</b> <b>NF</b> <input type="checkbox"/>
2♠ _____ to _____ HCP	
Natural: Weak <input type="checkbox"/> <b>Intermediate</b> <input type="checkbox"/> <b>Strong</b> <input type="checkbox"/> <b>Conv.</b> <input type="checkbox"/>	2NT Force <input type="checkbox"/> <b>New Suit</b> <b>NF</b> <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

