

SPECIAL DOUBLES
After Overcall: **Penalty** ☐ _____
Negative ☐ thru 4♥
Responsive ☐ : thru 4♥ Maximal ☐
Support: Dbl. ☐ thru 2♥ **Redbl** ☐
Card-showing ☐ Min. Offshape T/O ☐

SIMPLE OVERCALL
1 level 7 to 17 HCP (usually)
often 4 cards ☐ very light style ☐
Responses
New Suit: Forcing ☐ N/Const ☐ NF ☐
Jump Raise: Forcing ☐ Inv. ☐ Weak ☐
Transfers by Advancer

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 ☒
Kickback Keycard 1430, Italian controls, non-serious 3NT, Picture Jumps
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(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 ☐
3rd from Even vs suits, low from interest vs NT ☒
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 ☐ 2Lowest ☒
Conv. ☒ _____

DEFENSE VS NOTRUMP
vs: **Strong/Suction** **Weak Suction**
2♣ **♦ or Majors** **♦ or Majors**
2♦ **♥ or ♠+♣** **♥ or ♠+♣**
2♥ **♠ or minors** **♠ or minors**
2♠ **2 non-touch s** **2 non-touch s**
Dbl: **♣ or ♦+♥** **Penalty**
Other 2N ♣ or ♦+♥

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 over Opp's Overcall**

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 Echo Reverse ☐ ☐
Trump Suit Pref. ☒ ☐
Foster Echo ☐ ☐

SPECIAL CARDING ☐ **PLEASE ASK**

NAMES Bill Campbell (K987538) Ted Bartunek (O682367)
GENERAL APPROACH
2/1, Hardy Raises, Toucan Club (2+♣ with transfer responses)
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
to _____
5-card Major common ☒
System on over 2♣
2♣ Stayman ☒ Puppet ☐
2♦ **Transfer to ♥** ☒ **Forcing Stayman** ☐
2♥ **Transfer to ♠** ☒
2♠ **Xfer 3♣/R-ask**
2NT **Xfer 3♦**
3♣ Puppet Stayman _____
3♦ 5-5 Minors GF _____
3♥ **Splinter in ♥** _____
3♠ **Splinter in ♠** _____
South African Texas Trx
4♦, 4♥ **Transfer** ☐
Smolen _____
Lebensohl ☒ (Fast denies)
Neg. Double ☒ **Action** _____
Other: FSSAs DONT Runouts
2NT 20 to 21
Puppet Stayman ☒
Transfer Responses:
Jacoby ☒ **Texas** ☒
3♠ **MSS** _____
3NT _____ to _____
Gambling _____
Conventional NT Openings
gambling 3NT

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: **Jacoby** _____
1NT: **Forcing** ☒ **Semi-forcing** ☐
2NT: Forcing ☐ Inv. ☐ _____ to _____
3NT: _____ to _____
Drury ☐: **Reverse** ☒ **2-Way** ☒ **Fit** ☐
Hardy Raises
Other: **Kokish game tries**
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:** **Xfers over 1♣** _____
Frequently bypass 4+♦ ☒
1NT/1♣ 6 to 9
2NT Forcing ☐ Inv. ☐ 10 to 12
3NT: 13 to 15
Other 1♦ 6+♦ Bal or 4+♦ with shortness

DESCRIBE	RESPONSES/REBIDS
2♣ <u>22+</u> to _____ HCP Strong <input checked="" type="checkbox"/> Other <input type="checkbox"/> 2♦ Resp: Neg <input type="checkbox"/> Waiting <input type="checkbox"/>	Control steps Kokish Relays after 2♦
2♦ <u>11</u> to <u>15</u> HCP Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input checked="" type="checkbox"/>	Flannery 2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/>
2♥ <u>5</u> to <u>11</u> HCP Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	Ogust, McCabe 2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/>
2♠ <u>5</u> to <u>11</u> HCP Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	Ogust, McCabe 2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/>
OTHER CONV. CALLS: New Minor Forcing: <input type="checkbox"/> 2-Way NMF <input checked="" type="checkbox"/> XYZ Weak Jump Shifts: In Comp. <input checked="" type="checkbox"/> Not in Comp. <input type="checkbox"/> 4th Suit Forcing: 1 Rd. <input type="checkbox"/> Game <input checked="" type="checkbox"/> Lebensohl over Reverse UvU , 4-suit transfers after opener's jump to 2NT, Scramble Stayman Suction vs strong 1♣, 2♣, 2NT, and 2♦ Transfers over competition	