

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 ☐

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

x x

x(x)x

A(K)x

K(Q)x

Q(J)x

J(T)9

K(Q)T 9

x(x)x x

x(x)x x x

T(9)x

K(J)T x

K(T)9 x

Q(T)9 x

J(T) 9 x

T(9)x x

versus Notrump

(x)x

(x)(x)x x

A(K)J x

A(J)T 9

K(Q)J x

Q(J)T x

J(T) 9 x

T(9)x x

(x)(x)x x

x(x)(x)x x

A(Q)J x

A(T)9 x

K(Q)T 9

Q(T)9 x

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 ☐

3rd from Even vs suits, low from interest vs notrump

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:

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DEFENSIVE CARDING

vs SUITS vs NT

Standard: ☐

Except ☐

Upside-Down: ☐

count ☐ ☐

attitude ☐ ☐

FIRST DISCARD

Lavinthal ☐ ☐

Odd/Even ☐ ☐

OTHER CARDING

Smile Echo Reverse ☐ ☐

Trump Suit Pref. ☐ ☐

Foster Echo ☐ ☐

NAMES

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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

5-card Major common ☐

System on over 2♣

2♣ Stayman ☐ Puppet ☐

2♦ Transfer to ♥ ☐

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 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

2♣ 22+ to HCP

Strong ☐ Other ☐

2♦ Resp: Neg ☐ Waiting ☐

2♦ 11 to 15 HCP

Natural: Weak ☐ Intermediate ☐ Strong ☐ Conv. ☐

2♥ 5 to 11 HCP

Natural: Weak ☐ Intermediate ☐ Strong ☐ Conv. ☐

2♠ 5 to 11 HCP

Natural: Weak ☐ Intermediate ☐ Strong ☐ Conv. ☐

RESPONSES/REBIDS

Control steps

Kokish Relays after 2♦

Flannery

2NT Force ☐ New Suit NF ☐

Ogust, McCabe

2NT Force ☐ New Suit NF ☐

Ogust, McCabe

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 ☐ Lebensohl over Reverse, Spiral QxQ

UvU, 4-suit transfers after opener's jump to 2NT, Scramble Stayman

Suction vs strong 1♣, 2♣, 2NT, and 2♦

Transfers over competitor at 1-level

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