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 __18__ HCP (usually)
often 4 cards ☐ very light style ☐

Responses

New Suit: Forcing ☐ NFConst☐ 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		■	■

NOTRUMP OVERCALLS

Direct: __15__ to __18__ Systems on ■
Conv.☐ _____
Balancing: __10__ to __16__
Jump to 2NT: Minors☐ 2 Lowest ■
Conv.☐ _____

DEFENSE VS NOTRUMP

vs:	Strong	Weak
2♣	majors	_____
2♦	natural	_____
2♥	natural	_____
2♠	natural	_____
Dbl:	penalty	
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	_____		

VS Opening Preempts Double Is

Takeout ■ thru __4♠__ Penalty ☐
Conv. Takeout: _____
Lebensohl 2NT Response ■
Other: _____

SLAM CONVENTIONS

Gerber☐ : 4NT: Blackwood☐ RKC☐ 1430■
_____
_____
vs Interference: DOPI■ DEPO■ Level: __5 of trump suit+__ 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 ☐
— Attitude vs NT ☐

Primary signal to partner's leads

Attitude ■ Count ☐ Suit preference ☐

DEFENSIVE CARDING

	vs SUITS	vs NT
Standard:		
Except ☐		
_____		
_____		
Upside-Down:		
count	■	■
attitude	■	■
_____		

FIRST DISCARD

	vs SUITS	vs NT
Lavinthal	☐	☐
Odd/Even	☐	☐
		☐

OTHER CARDING

	vs SUITS	vs NT
Smith Echo	☐	☐
Trump Suit Pref.	☐	☐
Foster Echo	☐	☐

SPECIAL CARDING ☐   PLEASE ASK

NAMES James + Jason

GENERAL APPROACH

2 over 1
_____
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
__15__ to __17__
____ to ____
5-card Major common ■
System on over X, 2♣
2♣ Stayman ■ Puppet ☐
2♦ Transfer to ♥ ■
    Forcing Stayman ☐
2♥ Transfer to ♠ ■
2♠ transfer to ♣
2NT transfer to ♦

3♣ _____
3♦ _____
3♥ 31(45)
3♠ 13(45)

4♦ , 4♥ Transfer ■
Smolen ☐
Lebensohl ■ (Fast denies)
Neg. Double ■: _____
Other: _____

2NT __20__ to __21__
Puppet Stayman ■
Transfer Responses:
Jacoby ■   Texas ■
3♠ __MSS__

3NT ____ to ____
gambling _____

Conventional NT Openings

MAJOR OPENING

	4	5
Expected Min. Length		
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 ☐
Other: __3 lower = nat, inv__

MINOR OPENING

	4	3	NF 0–2 Conv.
Expected Min. Length			
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 __double js = splinter__

DESCRIBE / RESPONSES/REBIDS

	DESCRIBE	RESPONSES/REBIDS
2♣ ____ to ____ HCP Strong ■ Other ☐ 2♦ Resp: Neg☐ Waiting ■	strong, ART	
2♦ __5__ to __10__ HCP Natural: Weak ■ Intermediate☐ Strong☐ Conv.☐	Feature	2NT Force ■ New Suit NF ☐
2♥ __5__ to __10__ HCP Natural: Weak ■ Intermediate☐ Strong☐ Conv.☐	Feature	2NT Force ■ New Suit NF ☐
2♠ __5__ to __10__ HCP Natural: Weak ■ Intermediate☐ Strong☐ Conv.☐	Feature	2NT Force ■ New Suit NF ☐

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__