

SPECIAL DOUBLES After Overcall: Penalty ☐ NFB 10+ pts Negative ☒ thru 2S Responsive: ☒ thru 3S Maximal ☒ Support: Dbl thru 2H Rdbl ☒ Card-showing ☐ Min. Offshape T/O ☐	NOTRUMP OVERCALLS Direct: 15 to 18 Systems on ☒ Conv. Balance: 12 to 14 Jump to 2NT: Minors ☒ 2 Lowest ☐ Conv.	NAMES Nick and Pachi GENERAL APPROACH 2/1 GF 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 ☐																											
SIMPLE OVERCALL 1-level 8 to 12 HCP (usually) Often 4 cards ☐ Very light style ☐ Responses New Suit: Forcing ☒ NFBConst ☐ NF ☐ Jump Raise: Forcing ☐ Inv. ☐ Weak ☒	DEFENSE VS NOTRUMP vs: Direct seat Non-dir seat 2♣ c and higher natural 2♦ d and higher natural 2♥ h and higher natural 2♠ natural natural Dbl one long suit penalty Other: DONT	NOTRUMP OPENING BIDS <table style="width:100%;"> <tr> <td style="width:50%;"> 1NT 15 to 17 to 5-Card Major Common ☐ System On Over PEN DBL 2♣ Stayman ☒ Puppet ☐ 2♦ Transfer to ♥ ☒ Forcing Stayman ☐ 2♥ Transfer to ♠ ☒ minor stayman 2NT weak minor </td> <td style="width:50%;"> 3♣ 6+ slam invite 3♦ 6+ slam invite 3♥ 6+ slam invite 3♠ 6+ slam invite 4C 5/5 maj no slam 4♦, 4♥ Transfer ☒ Smolen ☒ Lebensohl ☒ (Fast denies) Negative Double ☐ 2C = garbage stayman </td> </tr> </table>		1NT 15 to 17 to 5-Card Major Common ☐ System On Over PEN DBL 2♣ Stayman ☒ Puppet ☐ 2♦ Transfer to ♥ ☒ Forcing Stayman ☐ 2♥ Transfer to ♠ ☒ minor stayman 2NT weak minor	3♣ 6+ slam invite 3♦ 6+ slam invite 3♥ 6+ slam invite 3♠ 6+ slam invite 4C 5/5 maj no slam 4♦, 4♥ Transfer ☒ Smolen ☒ Lebensohl ☒ (Fast denies) Negative Double ☐ 2C = garbage stayman																								
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JUMP OVERCALL Strong ☐ Intermediate ☐ Weak ☒	OVER OPP'S T/O DOUBLE New Suit Forcing: 1-level ☐ 2-level ☐ Redouble implies no fit ☒ 2NT Over Limit + Limit Weak Majors ☒ ☐ ☐ Minors ☐ ☐ ☐ Other: BROMAD 2C/2D	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 2NT, Rev Bergen 1NT: Forcing ☒ Semi-forcing ☐ 2NT: Forcing ☐ Inv. ☐ to 3NT: 13 to 15 Drury ☒ : Reverse ☒ 2-Way ☒ Fit ☒ Other: Kok, BRMD, Gazz, AmbSplint																											
OPENING PREEMPTS Sound Light Very Light 3/4-bids ☐ ☐ ☒ Conv./Resp.	DIRECT CUEBID Over: Minor Major Natural ☐ ☐ Strong T/O ☐ ☐ Michaels ☒ ☒ Leaping Michaels	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: Inv minors GF Frequently bypass 4+♦ ☐ 1NT/1♣ 6 to 10 2NT: Forcing ☐ Inv. ☒ 11 to 12 3NT: 13 to 15 Other: Bourke 2H																											
SLAM CONVENTIONS Gerber ☒ 4NT: Blackwood ☐ RKC ☒ 1430 ☒ Minorwood (natural) 1430, Voidwood 1(4)30 5NT Kings: suit shows that king vs. Interference: DOPI ☒ DEPO ☐ Level: ROPI ☒																													
LEADS (click card led, if not in bold) versus Suits versus Notrump <table style="width:100%; font-family: monospace;"> <tr> <td style="width:25%;">x x x</td> <td style="width:25%;">x x x x</td> <td style="width:25%;">x x</td> <td style="width:25%;">x x x x</td> </tr> <tr> <td>x x x</td> <td>x x x x x</td> <td>x x x</td> <td>x x x x x</td> </tr> <tr> <td>A K x</td> <td>10 9 x</td> <td>A K J x</td> <td>A Q J x</td> </tr> <tr> <td>K Q x</td> <td>K J 10 x</td> <td>A J 10 9</td> <td>A 10 9 8</td> </tr> <tr> <td>Q J x</td> <td>K 10 9 x</td> <td>K Q J x</td> <td>K Q 10 9</td> </tr> <tr> <td>J 10 x</td> <td>Q 10 9 x</td> <td>Q J 10 x</td> <td>Q 10 9 8</td> </tr> <tr> <td>K Q 10 9</td> <td>J 10 9 x</td> <td>10 9 8 x</td> <td></td> </tr> </table> Length Leads: 4th Best vs Suits ☒ vs NT ☒ 3rd/5th Best vs Suits ☐ vs NT ☐ Count H/L = even Attitude vs NT ☐ Primary signal to partner's leads Attitude ☐ Count ☒ Suit Preference ☐	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	10 9 x	A K J x	A Q J x	K Q x	K J 10 x	A J 10 9	A 10 9 8	Q J x	K 10 9 x	K Q J x	K Q 10 9	J 10 x	Q 10 9 x	Q J 10 x	Q 10 9 8	K Q 10 9	J 10 9 x	10 9 8 x		DEFENSIVE CARDING Standard: ☒ ☐ Except ☐ Upside-Down Count ☐ ☐ Upside-Down Attitude ☐ ☐ FIRST DISCARD Lavinthal ☒ ☒ Odd/Even ☐ ☐ OTHER CARDING Smith Echo ☐ ☐ Trump Suit Pref. ☐ ☐ Foster Echo ☐ ☐
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	10 9 x	A K J x	A Q J x																										
K Q x	K J 10 x	A J 10 9	A 10 9 8																										
Q J x	K 10 9 x	K Q J x	K Q 10 9																										
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K Q 10 9	J 10 9 x	10 9 8 x																											
SPECIAL CARDING ☐ PLEASE ASK																													
DESCRIBE 2♣ 22 to + HCP One trick less than game Strong ☒ Other ☐ 2♦ Response: Neg ☐ Waiting ☒ 4+ pts 2♦ 3 to 12 HCP Seat dependant Natural: Weak ☒ Intermediate ☐ Strong ☐ Conv ☐ 2♥ 3 to 12 HCP Seat dependant Natural: Weak ☒ Intermediate ☐ Strong ☐ Conv ☐ 2♠ 3 to 12 HCP Seat dependant Natural: Weak ☒ Intermediate ☐ Strong ☐ Conv ☐ OTHER CONV CALLS: New Minor Forcing ☐ 2-Way NMF ☐ XYZ (over 1and2NT) Weak jump shifts: In Comp. ☒ Not In Comp. ☒ except 1m-2H 4th Suit Forcing: 1 Round ☐ To Game ☒ 3rd suit forcing, Negative Free Bid, Hess Cue Bids, Sandwich NT																													
RESPONSES/REBIDS 2H=0-3 Kokish relay (24-25) Direct suit positive Ogust // 3C single ask 2NT Force ☒ New Suit NF ☐ Ogust // 3C single ask 2NT Force ☒ New Suit NF ☐ Ogust // 3C single ask 2NT Force ☒ New Suit NF ☐																													