SPECIAL DOUBLES

After Overcall: Penalty ☐ _____
Negative ■ thru 4D 1m(1H)X=4/5sp
Responsive ■ : thru 4D Maximal ■
Support: Dbl. ■ thru 2H Redbl ■
Card-showing ■ Min. Offshape T/O ☐
ELC Snapdragon neg lead

SIMPLE OVERCALL

1 level 7 to 17 HCP (usually)
often 4 cards ☐ very light style ☐

Responses
New Suit: Forcing ☐ NFConst ■ NF ☐
Jump Raise: Forcing ☐ Inv. ☐ Weak ■
JQ=mixed Xfers&Jordan/negX

JUMP OVERCALL

Strong ☐ Intermediate ■ Weak ■
V vs NV

OPENING PREEMPTS

	Sound	Light	Very Light
3/4-bids	■	■	☐
Conv./Resp.	V	NV	4C=PKCG

DIRECT CUEBID

OVER:	Minor	Major
Natural	■	☐
Strong T/O	☐	☐
Michaels	■	■

(any 1C) 2C nat & 2D Michaels

SLAM CONVENTIONS

Gerber ☐ : 4NT: Blackwood ☐ RKC ■ 1430 ☐
Kickback, Exclusion 0123 K-ask specific Q-ask ret to tr denies
DOPI= steps
vs Interference: DOPI ■ DEPO ■ Level: 1 below 5tr^ 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
(A)K x	(T)9 x	(A)K)J x
(K)Q x	K(J)T x	A (J)(T)9
(Q)J x	K(T)9 x	(K)(Q)J)x
(J)T 9	Q(T)9 x	(Q)(J)T x
(K)Q T 9		(J)(T)9 x

(versus Notrump)
(X)(X)x(x)
(X)(X)(x)x
A (Q)(J)x
A (T)(9)x
(K)(Q) T 9
Q (T)(9)x
T (9)x x

LENGTH LEADS:
4th Best vs SUITS ☐ vs NT ■
3rd/5th Best vs SUITS ■ vs NT ☐
9 or 10=0 or 2 in middle Attitude vs NT ☐
K=power vs NT ☐

Primary signal to partner's leads
Attitude ■ Count ☐ Suit preference ☐

SPECIAL CARDING ☐   PLEASE ASK

NOTRUMP OVERCALLS

Direct: 15 to 18 Systems on ■
Conv. ☐ Sandwich by PH
Balancing: 11-16 to size ask
Jump to 2NT: Minors ☐ 2 Lowest ■
Conv. ☐ _____

DEFENSE VS NOTRUMP

vs:	Strong(15+)	Weak
2♣	C+M	single suit
2♦	D+M	M's
2♥	H	H + minor
2♠	S	S + minor
Dbl:	minor or M's	cards
Other	2N=minors	

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

	Limit+	Limit	Weak
Majors	■	☐	☐
Minors	☐	☐	☐

Other Xfer adv Jordan 3D=mixed

VS Opening Preempts Double Is

Takeout ■ thru 4H Penalty ☐
Conv. Takeout: _____
Lebensohl 2NT Response ■
Other: mod Lpg Michaels

DEFENSIVE CARDING

	vs SUITS	vs NT
Standard:		
Except ☐		

Standard on any A op ld

Upside-Down:
count	■	■
attitude	■	■

FIRST DISCARD
Lavinthal	☐	☐
Odd/Even	☐	☐
		☐

OTHER CARDING
Smith Echo	☐	■
Trump Suit Pref.	■	
Foster Echo	☐	☐

NAMES Morris - Wold

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

1NT
14+ to 17
to
5-card Major common ■
System on over dbl, 2♣
2♣ Stayman ■ Puppet ☐
2♦ Transfer to ♥ ■
Forcing Stayman ☐
2♥ Transfer to ♠ ■
2♠ size ask or cl
2NT wk minors or di

3♣ Puppet
3♦ 5-5 minor GF
3♥ 3-1-(45)
3♠ 1-3-(45)

4♦ , 4♥ Transfer ■
Smolen
Lebensohl ■ (Xfer denies)
Neg. Double ■:
Other: Meckwell/pen X

2NT 19+ to 21
Puppet Stayman ☐
Transfer Responses:
Jacoby ■ Texas ■
3♠ relay to 3N some minor hand

3NT 1st/2nd to +stop

Conventional NT Openings
Baze

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: 1-3=mixed, 3D=LR, 3C or 3H/S Inv
1NT: Forcing ■ Semi-forcing ☐
2NT: Forcing ☐ Inv. ☐ ___ to ___
3NT: 13-16 to +3 bad
Drury ■ : Reverse ■ 2-Way ☐ Fit ☐
Other: Jac2NT on in comp
Mathe BART

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: _____
Frequently bypass 4+ ♦ ■
1NT/1♣ 7+ to 10
2NT Forcing ☐ Inv. ■ 11 to 12
3NT: 13 to 16
Other 1-3=mixed 2M=5S+4+H wk/Inv

DESCRIBE / RESPONSES/REBIDS

2♣ 22+ to bal HCP
Strong ■ Other ☐
2♦ Resp: Neg ☐ Waiting ■ Kokish modified
| 2H or P=wk |
| 2D or X or XX =GF |

2♦ 5 to 10 HCP
Natural: Weak ■ Intermediate ☐ Strong ☐ Conv. ☐
| Rodwell |
| 2NT Force ■ New Suit NF ■ |

2♥ 5 to 10 HCP
Natural: Weak ■ Intermediate ☐ Strong ☐ Conv. ☐
| mod Ogust Xfers/X |
| 2NT Force ■ New Suit NF ■ |

2♠ 5 to 10 HCP
Natural: Weak ■ Intermediate ☐ Strong ☐ Conv. ☐
| mod Ogust 3H F1 |
| 2NT Force ■ New Suit NF ■ |

OTHER CONV. CALLS:

New Minor Forcing: ☐ 2-Way NMF ■ 2C bph
Weak Jump Shifts: In Comp. ■ Not in Comp. ■ XYSp Wold signoff
4th Suit Forcing: 1 Rd. ☐ Game ■
Un vs Un, low/low high/high, Wolff/2NT, Leb./Rev.
1M(1NT) mod Meckwell 1m(1NT) mod Capp
Mathe/strC 1m-1M-2M next asks