

SPECIAL DOUBLES

After Overcall: **Penalty** ☐
 Negative ☐ thru ☐ **TOUCHING**
 Responsive ☐ : thru ☐ Maximal ☐
 Support: Dbl. ☐ thru ☐ our suit ☐ Redbl ☐
 Card-showing ☐ Min. Offshape T/O ☐
 Snapdragon X; also (1a)-1b-(1N)-X

SIMPLE OVERCALL

1 level 8 to 17 HCP (usually)
 often 4 cards ☐ very light style ☐
 2 level 9 **Responses** 7 level 0
 New Suit: Forcing ☐ NF Const ☐ NF ☐
 Jump Raise: Forcing ☐ Inv. ☐ Weak ☐
 Jump Q Mixed; JS INV, Trf/1M-(X)

JUMP OVERCALL

Strong ☐ Intermediate ☐ Weak ☐
 Intermediate in balancing

OPENING PREEMPTS

Sound ☐ Light ☐ Very Light ☐
 3/4-bids ☐ ☒ ☐ ☐
 Conv./Resp. ☐

DIRECT CUEBID

OVER: Minor Major
 Natural ☐ ☐
 Strong T/O ☐ ☐
 Michaels ☐ ☐
 Roman Jumps

SLAM CONVENTIONS Gerber ☐: 4NT: Blackwood ☐ RKC ☐ 1430 ☐
 RB when fit unshown; mKC: 3♦, 3♥, 3♠-4♠=mKC; 3♠-4♦=mKC

Non-Serious 3N with M Fit; 5N often pick a slam

vs Interference: DOPI ☐ DEPO ☐ Level: 5 of our 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)
(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 ☐

King big lead Vs NT; 5-level K asks count

Primary signal to partner's leads

Attitude ☐ Count ☐ Suit preference ☐

SPECIAL CARDING

NOTRUMP OVERCALLS

Direct: 15+ to 18 Systems on ☐
 Conv. ☐ Trf to their M SPL
 Balancing: 12 to 15
 Jump to 2NT: Minors ☐ 2 Lowest ☐
 Conv. ☐ (1a)-P-(P)-2N 19-21

DEFENSE VS NOTRUMP

vs: Strong Weak
 2♣ ♠ + ♥ majors
 2♦ ♦ + ♥ 2♦ = ♥
 2♥ ♥ 2♥ = ♠
 2♠ ♠ 2♠ = 4♠ + 6m
 Dbl: ♠ + another 2N = 4♥ - 6m
 Other or good ♠ X PEN

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: Roman Jumps

DEFENSIVE CARDING

vs SUITS vs NT

Standard: ☐ ☐
 Except ☐
 lead or follow 2nd hand:
 0-2 in middle of hand

Upside-Down:
 count ☐ ☐
 attitude ☐ ☐

FIRST DISCARD

Lavinthal ☐ ☐
 Odd/Even ☐ ☐

OTHER CARDING

Smith Echo ☐ ☐
 Trump Suit Pref. ☐ ☐
 Foster Echo ☐ ☐

PLEASE ASK

NAMES Allan Graves - Mike Becker

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 15 to 17
 5% of 15 to 95% of 17
 5-card Major common ☐
 System on over X, 2♣
 2♣ Stayman ☐ Puppet ☐
 2♦ Transfer to ♥ ☐ 4♦, 4♥ Transfer ☐
 Forcing Stayman ☐ Smolen ☐
 2♥ Transfer to ♠ ☐ Lebensohl ☐ Slow denies ☐
 2♠ Range ask or ♣ Neg. Double ☐
 2NT ♦ or m's weak Other: Over Pen X: DON'T Texas > 3♠ o/c

2NT 20 to 21

Puppet Stayman ☐

Transfer Responses:
 Jacoby ☐ Texas ☐

3♠ relay to 3N:

1 or both m's

3NT Good m to Pre

Conventional NT Openings

1N-4♠ or 5♠ ART

1N-4♠ or 5♠ ART

1N-4♠ or 5♠ ART

1N-4♠ or 5♠ ART

MAJOR OPENING

Expected Min. Length 4 5
 1st/2nd ☐ ☐
 3rd/4th occ 4-cards ☐ ☐

RESPONSES

Double Raise: Force ☐ Inv. ☐ Weak ☐
 After Overcall: Force ☐ Inv. ☐ Weak ☐
 Conv. Raise: 2NT ☐ 3NT ☐ Splinter ☐
 Other: Light and Heavy SPL
 1NT: Forcing ☐ Semi-forcing ☐
 2NT: Forcing ☐ Inv. ☐ to
 3NT: ☐ to
 Drury ☐: Reverse ☐ 2-Way ☐ Fit ☐
 Other: 3-under NAT, INV

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: inverted
 Frequently bypass 4+♦ ☐
 1NT/1♣ 6 to 10
 2NT Forcing ☐ Inv. ☐ INV COMP
 3NT: 16 to 18
 Other 1m-4♠ = ♥; 1m-4♦ = ♠; 1♦-3♠ Inv

DESCRIBE

RESPONSES/REBIDS

2♣ 20+ to 21 HCP
 Strong ☐ Other ☐
 2♦ Resp: Neg ☐ Waiting ☐
 2♦ 6 to 11 HCP
 Natural: Weak ☐ Intermediate ☐ Strong ☐ Conv. ☐
 2♥ 6 to 11 HCP
 Natural: Weak ☐ Intermediate ☐ Strong ☐ Conv. ☐
 2♠ 6 to 11 HCP
 Natural: Weak ☐ Intermediate ☐ Strong ☐ Conv. ☐
 OTHER CONV. CALLS: New Minor Forcing: ☐ 2-Way NMF ☐ 2♣ by PH
 Weak Jump Shifts: In Comp. ☐ Not in Comp. ☐
 4th Suit Forcing: 1 Rd. ☐ Game ☐ (1m)-(1N)-2m by either = M's
 Trf/2N Raise or Rebid; Unusual VS Unusual; Scrambling 2N
 Equal Level Conversion; Trf/X of our 1M or 2M opening or 1M o/c
 Fit Showing Jumps by PH or after our weak jump overcall

