SPECIAL DOUBLES

After Overcall: Penalty☐ _____
Negative☒ thru _____
Responsive☒ : thru _____ Maximal☒
Support: Dbl.☒ thru _____ Redbl☒
Card-showing☐ Min. Offshape T/O☐
SNAPDRAGON

SIMPLE OVERCALL

1 level 7 to 17 HCP (usually)
often 4 cards☐ very light style☐
Responses 2/1
New Suit: Forcing☒ NFConst☒ NF☐
Jump Raise: Forcing☐ Inv.☐ Weak☒
2NT=LR/BID-DBL JUMP Q=MIXED R=AGUS

JUMP OVERCALL

NV VUL
Strong☐ Intermediate☒ Weak☒

OPENING PREEMPTS

	Sound	Light	Very Light
3/4-bids	☐	☒	☐

Conv./Resp. _____

DIRECT CUEBID

OVER:	Minor	Major
Natural	≤2 ☒	...
Strong T/O	☐	☐
Michaels	3+ ☒	☒

NOTRUMP OVERCALLS

Direct: 15 to 18 Systems on☒
Conv.☐ _____
Balancing: (10) 11 to 15 (16)
Jump to 2NT: Minors☐ 2 Lowest☒
Conv.☐ _____

DEFENSE VS NOTRUMP

vs:	15+	14-
2♣	C+5 or D+H	H+5
2♦	H+5	H
2♥	H	S
2♠	S	4S + MINOR

Dbl: C+H or D+S — PEN(F→2D)
Other _____ — 2NT=4H+ MINOR

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 1M-DBL: XFER

VS Opening Preempts Double Is

Takeout☒ thru _____ Penalty☐
Conv. Takeout: _____
Lebensohl 2NT Response☒ DIRECT
Other: _____

SLAM CONVENTIONS

Gerber☐: 4NT: Blackwood☐ RKC☒ 1430☐
NON-SERIOUS 3NT
vs Interference: DOPI☒ DEPO☒ Level: BELOW 5 TRUMP 5 TRUMP+ 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
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:

	vs SUITS	vs NT
4th Best	☒	☒
3rd/5th Best	☐	☐
Attitude		☐

Primary signal to partner's leads
Attitude1 Count2 Suit preference3

DEFENSIVE CARDING

	vs SUITS	vs NT
Standard:	☐	☐
Except ☐		

Upside-Down:

count	☒	☒
attitude	☒	☒

FIRST DISCARD

Lavinthal	☐	☐
Odd/Even	☐	☐
_____	☐	☐

OTHER CARDING

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

SPECIAL CARDING ☐ PLEASE ASK

NAMES BART BRAMLEY - LOU STANSBY

GENERAL APPROACH

STRONG CLUB 1M-2C
Two Over One: Game Forcing☒ Game Forcing Except When Suit Rebid☒ 1D-2C
VERY LIGHT: Openings☐ 3rd Hand☐ Overcalls☐ Preempts☐
FORCING OPENING: 1♣☒ 2♣☐ Natural 2 Bids☐ Other☐ _____

NOTRUMP OPENING BIDS

1NT
14 to 16 1-2 3NV
15 to 17 3V-4
5-card Major common☒
System on over DBL, 2C
2♣ Stayman☒ Puppet☐
2♦ Transfer to ♥☒
Forcing Stayman☐
2♥ Transfer to ♠☒
2♠ SIZE ASK or CLUBS
2NT PUPPET or 4441

3♣ DIAMONDS
3♦ 5-5 MINORS GF
3♥ 3! (5+4)
3♠ 13 (5+4)
4♦, 4♥ Transfer☒
Smolen☒
Lebensohl☒ (XFER denies)
Neg. Double☒:
Other: MECKWELL RUNOUTS OVER PEN☒

2NT 22 to 23
Puppet Stayman☐
Transfer Responses:
Jacoby☒ Texas☒
3♠ → 3NT FOR MINOR SLAM TRY

3NT _____ to _____
GAMBLING ACE OUTSIDE

Conventional NT Openings

MAJOR OPENING

Expected Min. Length	4	5
1st/2nd	☐	☒
3rd/4th	☐	X ☐

RESPONSES

Double Raise: Force☐ Inv.☐ Weak☒ MIXED
After Overcall: Force☐ Inv.☐ Weak☒ MIXED
Conv. Raise: 2NT☒ 3NT☐ Splinter☒ LIM+ VOID
Other: _____
1NT: Forcing☐ Semi-forcing☒
2NT: Forcing☐ Inv.☐ _____ to _____
3NT: _____ to _____
Drury☒: Reverse☒ 2-Way☐ Fit☒
Other: 3 LOWER = INVITE

MINOR OPENING

Expected Min. Length	4	3	NF 0-2 Conv.
1♣ 16+ ANY	☐	☐	☒
1♦ 2+ 11-15	☐	☐	☒

RESPONSES

Double Raise: Force☐ DIAMONDS Inv.☐ MIXED Weak☒
After Overcall: Force☐ DIAMONDS Inv.☐ MIXED Weak☒
Forcing Raise: J/S in other minor☐
Single raise☐ Other: _____
Frequently bypass 4+♦☐
1NT/1♣ 12+ 5+♡ to _____
2NT Forcing☐ Inv.☒ 12 to 13
3NT: _____ to _____
Other 1C-1D=0-7, 1C-1H=8-11 1D-3C = BOTH IN MIXED

	DESCRIBE	RESPONSES/REBIDS
2♣ (10) 11 to 15 HCP Strong☐ Other☒ 2♦ Resp: Neg☐ Waiting☐	6+ CLUBS	2D=ASK, 2M=NAT NF 2NT→3C SD/D/H=XFER
2♦ (10) 11 to 15 HCP Natural: Weak☐ Intermediate☒ Strong☐ Conv.☐	4414/4405/(34)15	2NT=ASK 2NT Force☐ New Suit NF☐
2♥ 5 to 9 HCP Natural: Weak☒ Intermediate☐ Strong☐ Conv.☐	USUALLY 6	2NT ASKS FEATURE 2NT Force☐ New Suit NF☒ 3M
2♠ 5 to 9 HCP Natural: Weak☒ Intermediate☐ Strong☐ Conv.☐	V	4C=MINI-RKC 2NT Force☐ New Suit NF☒ 3M

OTHER CONV. CALLS: New Minor Forcing:☐ 2-Way NMF☒
Weak Jump Shifts: In Comp.☐ Not in Comp.☐ SDAM
4th Suit Forcing: 1 Rd.☐ Game☐ TRANSFERS IN COMP (VARIOUS)
1D-2M=5S+4H 1M-2C=ARTIF GF RELAY
1M-2M-1=3-CARD LR 1S-2D=HEARTS