

### SPECIAL DOUBLES

After Overcall: **Penalty**  \_\_\_\_\_  
 Negative  thru \_\_\_\_\_  
 Responsive  : thru \_\_\_\_\_ Maximal   
**Support: Dbl.**  thru \_\_\_\_\_ **Redbl**   
 Card-showing  Min. Offshape T/O

### SIMPLE OVERCALL

1 level \_\_\_\_\_ to \_\_\_\_\_ HCP (usually)  
 often 4 cards  very light style

#### Responses

New Suit: Forcing  NConst  NF   
 Jump Raise: Forcing  Inv.  Weak

### JUMP OVERCALL

**Strong**  **Intermediate**  **Weak**

### OPENING PREEMPTS

	Sound	Light	Very	Light
3/4-bids	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Conv./Resp.	_____			

### DIRECT CUEBID

OVER: Minor Major

Natural	<input type="checkbox"/>	<input type="checkbox"/>
Strong T/O	<input type="checkbox"/>	<input type="checkbox"/>
Michaels	<input type="checkbox"/>	<input type="checkbox"/>

**SLAM CONVENTIONS** Gerber : 4NT: Blackwood  RKC  1430

vs Interference: DOPI  DEPO  Level: \_\_\_\_\_ ROPI

### LEADS (circle card led, if not in bold)

versus Suits

versus Notrump

<b>x x</b>	x x <b>x</b> x	<b>x x</b>	<b>x</b> <b>x</b> x x
x x <b>x</b>	x x <b>x</b> x x	<b>x x x</b>	x x x <b>x x</b>
<b>A</b> K x	<b>T</b> 9 x	<b>A</b> <b>K</b> J x	<b>A</b> <b>Q</b> J x
<b>K</b> Q x	K <b>J</b> T x	<b>A</b> <b>J</b> T 9	<b>A</b> <b>T</b> 9 x
<b>Q</b> J x	K <b>T</b> 9 x	<b>K</b> Q J x	K <b>Q</b> T 9
<b>J</b> T 9	<b>Q</b> T 9 x	<b>Q</b> J T x	Q <b>T</b> 9 x
<b>K</b> Q T 9		<b>J</b> T 9 x	<b>T</b> 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

### NOTRUMP OVERCALLS

**Direct:** \_\_\_\_\_ to \_\_\_\_\_ Systems on   
**Conv.**  \_\_\_\_\_  
**Balancing:** \_\_\_\_\_ to \_\_\_\_\_  
 Jump to 2NT: Minors  2Lowest   
**Conv.**  \_\_\_\_\_

### DEFENSE VS NOTRUMP

**vs:** \_\_\_\_\_  
 2 **♣** \_\_\_\_\_  
 2 **♦** \_\_\_\_\_  
 2 **♥** \_\_\_\_\_  
 2 **♠** \_\_\_\_\_  
**Dbl:** \_\_\_\_\_  
**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
<b>Majors</b>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<b>Minors</b>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<b>Other:</b>	_____		

### VS Opening Preempts Double Is

Takeout  thru \_\_\_\_\_ **Penalty**   
**Conv. Takeout:** \_\_\_\_\_  
**Lebensohl 2NT Response**   
**Other:** \_\_\_\_\_

### NAMES

### 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** \_\_\_\_\_ to \_\_\_\_\_  
 \_\_\_\_\_ to \_\_\_\_\_  
 5-card Major common   
 System on over \_\_\_\_\_  
 2 **♣** Stayman  Puppet   
 2 **♦** **Transfer to ♥**  **4♦, 4♥ Transfer**   
**Forcing Stayman**  **Smolen**   
 2 **♥** **Transfer to ♠**  **Lebensohl**  (\_\_\_\_denies)  
 2 **♠** \_\_\_\_\_ **Neg. Double:** \_\_\_\_\_  
 2NT \_\_\_\_\_ **Other:** \_\_\_\_\_

**2NT** \_\_\_\_\_ to \_\_\_\_\_  
 Puppet Stayman   
**Transfer Responses:**  
**Jacoby**  **Texas**   
 3 **♠** \_\_\_\_\_

**3NT** \_\_\_\_\_ to \_\_\_\_\_

### Conventional NT Openings

### MAJOR OPENING

Expected Min. Length	4	5
1st/2nd	<input type="checkbox"/>	<input type="checkbox"/>
3rd/4th	<input type="checkbox"/>	<input type="checkbox"/>

#### RESPONSES

Double Raise: Force  Inv.  **Weak**   
 After Overcall: Force  Inv.  Weak   
 Conv. Raise: 2NT  3NT  **Splinter**   
**Other:** \_\_\_\_\_

**1NT:** **Forcing**  **Semi-forcing**

2NT: Forcing  Inv.  \_\_\_\_\_ to \_\_\_\_\_

3NT: \_\_\_\_\_ to \_\_\_\_\_

**Drury** : **Reverse**  **2-Way**  **Fit**

**Other:** \_\_\_\_\_

### MINOR OPENING

Expected Min. Length	4	3	<sup>NF</sup> 0-2	Conv.
1 <b>♣</b>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
1 <b>♦</b>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

#### 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 **♣** \_\_\_\_\_ to \_\_\_\_\_

2NT Forcing  Inv.  \_\_\_\_\_ to \_\_\_\_\_

3NT: \_\_\_\_\_ to \_\_\_\_\_

**Other:** \_\_\_\_\_

### 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

### DESCRIBE

### RESPONSES/REBIDS

2 **♣** \_\_\_\_\_ to \_\_\_\_\_ HCP  
 Strong  **Other**   
 2 **♦** Resp: Neg  Waiting

2 **♦** \_\_\_\_\_ to \_\_\_\_\_ HCP  
 Natural: Weak  **Intermediate**  **Strong**  **Conv.**  2NT Force  **New Suit NF**

2 **♥** \_\_\_\_\_ to \_\_\_\_\_ HCP  
 Natural: Weak  **Intermediate**  **Strong**  **Conv.**  2NT Force  **New Suit NF**

2 **♠** \_\_\_\_\_ to \_\_\_\_\_ HCP  
 Natural: Weak  **Intermediate**  **Strong**  **Conv.**  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**  \_\_\_\_\_

**SPECIAL CARDING**  **PLEASE ASK**

# When attention is called to an irregularity — CALL THE DIRECTOR.

BD # PAIRS	DLR AND VUL	BD # TEAMS	VS	CONTRACT & DECLARER	PLUS	MINUS	PTS EST.	PTS.	BD # PAIRS	DLR AND VUL	BD # TEAMS	VS	CONTRACT & DECLARER	PLUS	MINUS	PTS EST.	PTS.
1	N NONE								17	N NONE							
2	E N-S								18	E N-S							
3	S E-W								19	S E-W							
4	W BOTH								20	W BOTH							
5	N N-S								21	N N-S							
6	E E-W								22	E E-W							
7	S BOTH								23	S BOTH							
8	W NONE								24	W NONE							
9	N E-W								25	N E-W							
10	E BOTH								26	E BOTH							
11	S NONE								27	S NONE							
12	W N-S								28	W N-S							
13	N BOTH								29	N BOTH							
14	E NONE								30	E NONE							
15	S N-S								31	S N-S							
16	W E-W								32	W E-W							
									33	N NONE							
									34	E N-S							
									35	S E-W							
									36	W BOTH							

### 20-PT. VP SCALE

IMPs	VPs	IMPs	VPs
0	10-10	14-16	16-4
1-2	11-9	17-19	17-3
3-4	12-8	20-23	18-2
5-7	13-7	24-27	19-1
8-10	14-6	28 +	20-0
11-13	15-5		

### 30-PT. VP SCALE

IMPs	VPs	IMPs	VPs
0	15-15	9-10	24-6
1	18-12	11-13	25-5
2	19-11	14-16	26-4
3	20-10	17-19	27-3
4	21-9	20-23	28-2
5-6	22-8	24-27	29-1
7-8	23-7	28 +	30-0

### INTERNATIONAL MATCHPOINT SCALE

Diff. in Pts.	IMPs
20-40	1
50-80	2
90-120	3
130-160	4
170-210	5
220-260	6

Diff. in Pts.	IMPs
270-310	7
320-360	8
370-420	9
430-490	10
500-590	11
600-740	12

Diff. in Pts.	IMPs
750-890	13
900-1090	14
1100-1290	15
1300-1490	16
1500-1740	17
1750-1990	18

Diff. in Pts.	IMPs
2000-2240	19
2250-2490	20
2500-2990	21
3000-3490	22
3500-3990	23
4000 and up	24

*Always Disclose, Never Abuse,  
Don't Intimidate, Practice Active Ethics*

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