

SPECIAL DOUBLES
 After Overcall: Penalty _____
 Negative thru 4♥
 Responsive : thru 4♥ Maximal
 Support: Dbl. thru 4h Redbl
 Card-showing Min. Offshape T/O
 thrump

SIMPLE OVERCALL
 1 level 7 to + HCP (usually)
 often 4 cards very light style
Responses
 New Suit: Forcing NFConst NF
 Jump Raise: Forcing Inv. Weak

JUMP OVERCALL
 Strong Intermediate Weak
 intermediate vul vs not

OPENING PREEMPTS
 Sound Light Very Light
 3/4-bids
 Conv./Resp. _____

DIRECT CUEBID
 OVER: Minor Major Artif. Bids
 Natural
 Strong T/O
 Michaels
 1c-2d=majors; 1d-2h=majors if 1d could be 2

SLAM CONVENTIONS Gerber : 4NT: Blackwood RKC 1430
 kickback
 vs Interference: DOPI DEPO Level: _____ 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 x	Q T 9 x	Q J T x	Q T 9 x
K Q T 9	J T 9 x	J T 9 x	T 9 x x

LENGTH LEADS:
 vs SUITS vs NT
 vs SUITS vs NT
 3/low

Attitude Count Suit Preference

SPECIAL CARDING

NOTRUMP OVERCALLS
 Direct: 14+ to 18 Systems On
 Conv. _____
 Balancing: 11 to 15
 Jump to 2NT: Minors 2 Lowest
 Conv. _____

DEFENSE VS NOTRUMP
 vs: strong weak
 2♣ c+M c or h + s
 2♦ d+M d+M
 2♥ _____
 2♠ _____
 Dbl: ♦ or MM strong
 Other 3c=c+H

OVER OPP'S T/O DOUBT
 New Suit Forcing: transfers
 Jump Shift: Forcing
 Redouble Implies no fit
 2NT Over Limit + Limit Weak
 Majors
 Minors
 Other _____

VS Opening Preempts Double Is
 Takeout thru _____ Penalty
 Conv. Takeout: _____
 Lebensohl 2NT Response
 Other: x'er uph

DEFENSIVE CARDING
 vs SUITS vs NT
 Standard:
 Except
 Standard carding T1 on A/K lead
 Upside-Down: count
 attitude

FIRST DISCARD
 Lavinthal
 Odd/Even

OTHER CARDING
 Smith Echo rev.
 Trump Suit Pret.
 Foster Echo

PLEASE ASK

NAMES Doug Simson - Jeff Aker #

GENERAL APPROACH
 Precision
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

14 to 16	3♣ Wk ♦ or gf♣
15 to 17(3V,4)	3♦ ♦ short M
5-card Major common	3♥ 5+5+mm short♠
System on over art x	3♠ 5+5+mm short♥
2♣ Stayman <input type="checkbox"/> Puppet <input type="checkbox"/>	
2♦ Transfer to♥ <input type="checkbox"/> Forcing Stayman <input type="checkbox"/>	4♣ 4♦ Transfer <input type="checkbox"/> S <input type="checkbox"/>
2♥ Transfer to♠ <input type="checkbox"/>	Lebensohl <input type="checkbox"/>
2♠ size ask or one m	Neg. Double X _____
2NT puppet stayman	Other: _____

2NT 19 to 21-
 Puppet Stayman
Transfer Responses:
 Jacoby Texas
 3♣ interest in minor(s) _____
 3NT _____ to _____
 gambling
Conventional NT Openings

MAJOR OPENING
 Expected Min. Length 4 5
 1st/2nd
 3rd/4th

RESPONSES
 Double Raise: 3M=weak not in comp;
 After Overcall: usually mixed in comp
 Conv. Raise: _____
 Other: _____
 1NT: Forcing Semi-forcing
 2NT: Forcing Inv. _____ to _____
 single raise ~ 8-11 _____
 2-Way Fit
 Other: 1♠-3♣=♥inv;

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♣ 8+ to 5+ clubs
 2NT Forcing Inv. 12 to 13
 3NT: _____ to _____
 Other: 1♦-2M=5s4+h <inv,inv respectively

	DESCRIBE	RESPONSES/REBIDS
2♣ 10 to 16 HCP Strong <input type="checkbox"/> Other <input type="checkbox"/> 2♦ Resp: Neg. <input type="checkbox"/> Waiting <input type="checkbox"/>	6+ clubs	2d ask, 2M nf, 2n forces 3c 3c,d=6+h,s; 3h=diamonds
2♦ 10 to 15 HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	3415.4315,4415,4405	2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>
2♥ 5 to 10 HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>		2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>
2♠ 5 to 10 HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>		2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>
OTHER CONV. CALLS: New Minor Forcing: <input type="checkbox"/> 2-Way NMF <input type="checkbox"/> Weak Jump Shifts not in Comp. <input type="checkbox"/> 1♥-2♠ 4th Suit Forcing: 1 Round <input type="checkbox"/> Game <input type="checkbox"/> many transfer in comp; 1d-1M-1n: transfer;(1m)3m=strong majors transfer checkback; 1d-1n could be up to bad 12, but could be tactical nv 1M-3M-1=mixed; 3M-2=unbal 3 card limit;		