



SPECIAL DOUBLES

After Overcall: **Penalty** ☐ _____
Negative ☐ thru 7♦
Responsive ☐ : thru 7♦ Maximal ☐
Support: **Dbl.** ☐ thru 2♥ Redbl ☐
Card-showing ☐ Min. Offshape T/O ☐

SIMPLE OVERCALL

1 level 7 to 18 HCP (usually)
often 4 cards ☐ very light style ☐
Responses
New Suit: Forcing ☐ NFConst ☐ NF ☐
Jump Raise: Forcing ☐ Inv. ☐ Weak ☐
jump cue = mixed raise

JUMP OVERCALL

Strong ☐ Intermediate ☐ Weak ☐

OPENING PREEMPTS

Sound Light Very Light
3/4-bids ☐ ☐ ☐
Conv./Resp. new suit forcing

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 ☐
Exclusion (1430)

4♣ = preempt kc (0,1w/o,1 w/, 2w/o, 2w/)
vs Interference: DOPI ☐ DEPO ☐ Level: 5 trump 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) 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 ☐
A lead versus preempt denies K Attitude vs NT ☐

Primary signal to partner's leads

Attitude ☐ Count ☐ Suit preference ☐

NOTRUMP OVERCALLS

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

DEFENSE VS NOTRUMP

vs:	strong	weak
2♣	<u>majors</u>	<u>majors</u>
2♦	<u>one major</u>	<u>1 major</u>
2♥	<u>5♥+4m</u>	<u>5♥+4m</u>
2♠	<u>5♠+4m</u>	<u>5♠+4m</u>
Dbl:	<u>5+m 4M</u>	<u>penalty</u>
Other:	<u>weak if 13 in stated range</u>	

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: transfer advances over 1M (X)

VS Opening Preempts Double Is

Takeout ☐ thru 4♠ Penalty ☐
Conv. Takeout: _____
Lebensohl 2NT Response ☐
Other: _____

DEFENSIVE CARDING

Standard:	vs SUITS	vs NT
Except <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Upside-Down:
count ☐ ☐
attitude ☐ ☐

FIRST DISCARD

Lavinthal	<input type="checkbox"/>	<input type="checkbox"/>
Odd/Even	<input type="checkbox"/>	<input type="checkbox"/>

OTHER CARDING SP vs NT

Smith Echo	<input type="checkbox"/>	<input type="checkbox"/>
Trump Suit Pref.	<input type="checkbox"/>	<input type="checkbox"/>
Foster Echo	<input type="checkbox"/>	<input type="checkbox"/>

NAMES John McAllister & Adam Grossack

GENERAL APPROACH

2 over 1

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
5-card Major common <input type="checkbox"/>	3♣ puppet stayman
System on over <u>X, 2♣</u>	3♦ minors GF
2♣ Stayman <input type="checkbox"/> Puppet <input type="checkbox"/>	3♥ 31(45)
2♦ Transfer to ♥ <input type="checkbox"/>	3♠ 13(45)
Forcing Stayman <input type="checkbox"/>	4♦, 4♥ Transfer <input type="checkbox"/>
2♥ Transfer to ♠ <input type="checkbox"/>	Smolen <input type="checkbox"/>
2♠ range-ask (♣) <input type="checkbox"/>	Lebensohl <input type="checkbox"/> (slow denies)
2NT transfer to ♦ <input type="checkbox"/>	Neg. Double <input type="checkbox"/>
	Other: transfer Lebensohl

2NT 20 to 21
Puppet Stayman ☐
Transfer Responses:
Jacoby ☐ Texas ☐
3♠ forces 3NT

3NT _____ to _____
gambling

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: dbl raise mixed; 3M+1 spl; 2NT
1NT: Forcing ☐ Semi-forcing ☐
2NT: Forcing ☐ Inv. ☐ _____ to _____
3NT: _____ to _____
Drury ☐: Reverse ☐ 2-Way ☐ Fit ☐
Other: 1M-3red = natural invite

MINOR OPENING

Expected Min. Length	4	3	0-2	Conv.
1♣	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
1♦	<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 ☐
Other: dbl raise ☐ Other: inverted
Frequently bypass 4+♦ ☐
1NT/1♣ 6 to 10
2NT Forcing ☐ Inv. ☐ 11 to 12
3NT: 13 to 15
Other: _____

DESCRIBE

RESPONSES/REBIDS

2♣	Strong <input type="checkbox"/> Other <input type="checkbox"/>	strong, ART	cheapest minor, 2nd negative
2♦ Resp: Neg <input type="checkbox"/> Waiting <input type="checkbox"/>			kokish
2♦ <u>5</u> to <u>11</u> HCP	usually 6		Modified Ogust NV
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♥ <u>5</u> to <u>11</u> HCP	usually 6		Modified Ogust NV
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♠ <u>5</u> to <u>11</u> HCP	usually 6		Modified Ogust NV
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: ☐ 2-Way NMF ☐ 2♣ forces 2♦

Weak Jump Shifts: In Comp. ☐ Not in Comp. ☐

4th Suit Forcing: 1 Rd. ☐ Game ☐ Unusual vs. Unusual

Mathe over strong 1♣, Xfer over 2NT rebid, downward jump shifts invitational in a of comp: XYZ

SPECIAL CARDING ☐ PLEASE ASK