NAMES Eric - Edward

GENERAL APPROACH

SAYC - Standard American Yellow Card

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	3♣ ->3♦ _____	2NT 20 to 21
15 to 17	3♦ _____	Puppet Stayman ☑
___ to ___	3♥ _____	**Transfer Responses:**
5-Card Major Common ☐	3♠ _____	Jacoby ☑ Texas ☑
System On Over Dbl		3♠ _____

2♣ Stayman ☑ Puppet ☐
2♦ Transfer to ♥ ☑
   Forcing Stayman ☐
2♥ Transfer to ♠ ☑
2♠ ->3♣
2NT Invitational

Advanced Stayman _____
4♦, 4♥ Transfer ☑
Smolen ☑
Lebensohl ☑ (3NT denies)
Negative Double ☐ ___

3NT ___ to ___
Gambling
Conventional NT Openings

MAJOR OPENING

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

RESPONSES

Double Raise: Force ☐ Inv. ☑ Weak ☐
After Overcall: Force ☐ Inv. ☐ Weak ☑
Conv. Raise: 2NT ☐ 3NT ☐ Splinter ☐
Other: _____
1NT: Forcing ☐ Semi-forcing ☐
2NT: Forcing ☑ Inv. ☐ 11 to up
3NT: 13 to 16
Drury ☐ : Reverse ☐ 2-Way ☐ Fit ☐
Other: _____

MINOR OPENING

	4	3	NF	0-2	Conv.
Expected Min. Length					
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♣: 6 to 10
2NT: Forcing ☐ Inv. ☑ 11 to 12
3NT: 13 to 17
Other: _____

DESCRIBE

2♣ 22 to ___ HCP Or 9+ tricks
  Strong ☑ Other ☐
    2♦ Response: Neg ☐ Waiting ☑ 0-7 hcp
2♦ 11 to 15 HCP Flannery
  Natural: Weak ☐ Intermediate ☐ Strong ☐ Conv ☑
2♥ 5 to 11 HCP Normally good 6-card suit
  Natural: Weak ☑ Intermediate ☐ Strong ☐ Conv ☐
2♠ 5 to 11 HCP Normally good 6-card suit
  Natural: Weak ☑ Intermediate ☐ Strong ☐ Conv ☐

RESPONSES/REBIDS

_____
_____
2NT Force ☑ New Suit NF ☐
Ogust
2NT Force ☑ New Suit NF ☐
Ogust
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 Round ☑ To Game ☐ _____
SOS Redoubles

SPECIAL DOUBLES

After Overcall: Penalty ☐ _____
Negative ☑ thru 1♠ _____
Responsive: ☐ thru _____ Maximal ☑
Support: Dbl ☑ thru 2♠ _____ Rdbl ☐
Card-showing ☐ Min. Offshape T/O ☐

NOTRUMP OVERCALLS

Direct: 15 to 18 Systems on ☑
Conv. 2♣ is Stayman _____
Balance: ___ to ___
Jump to 2NT: Minors ☐ 2 Lowest ☐
Conv.

DEFENSE VS NOTRUMP

vs: Strong 1NT   Weak 1NT
2♣ C & Higher   ♣s

SIMPLE OVERCALL

1-level 6 to 16 HCP (usually)

Often 4 cards ☐ Very light style ☐
Responses
New Suit: Forcing ☐ NFConst ☐ NF ☑
Jump Raise: Forcing ☐ Inv. ☐ Weak ☐
Cuebid is 1-round force

2 ♦	D & Higher	♦s
2 ♥	H & S	♥s
2 ♠	Weak Spades	♠s
Dbl	Relay->2C (6+)	Takeout
Other:		

JUMP OVERCALL
Strong ☐ Intermediate ☐ Weak ☑

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

DIRECT CUEBID
	Over:	Minor	Major
Natural		☐	☐
Strong T/O		☐	☐
Michaels		☑	☑

OVER OPP'S T/O DOUBLE
New Suit Forcing: 1-level ☐ 2-level ☐
Redouble implies no fit ☐

	Limit +	Limit	Weak
2NT Over			
Majors	☐	☐	☐
Minors	☐	☐	☐
Other:			

VS OPENING PREEMPT DOUBLE IS
Takeout ☑ thru 3 ♦ _____ Penalty ☐
Conv. Takeout: _____
Lebensohl 2NT Response ☐
Other: 2NT/Weak 2=15-18 HCP

SLAM CONVENTIONS Gerber ☑ 4NT: Blackwood ☐ RKC ☐ 1430 ☑

vs. Interference: DOPI ☐ DEPO ☐ Level: _____ ROPI ☐

LEADS (click 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	**10** 9 x	A **K** J x	A **Q** J x
K Q x	K **J** 10 x	A **J** 10 9	A **10** 9 8
Q J x	K **10** 9 x	**K** Q J x	K **Q** 10 9
J 10 x	Q **10** 9 x	**Q** J 10 x	Q **10** 9 8
K Q 10 9		**J** 10 9 x	**10** 9 8 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 ☐

DEFENSIVE CARDING
	vs Suits	vs NT
Standard:	☐	☐
Except ☐ _____		
Upside-Down Count	☐	☐
Upside-Down Attitude	☑	☑

FIRST DISCARD
Lavinthal	☐	☐
Odd/Even	☐	☐
Upside-Down Att	☑	☑

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

SPECIAL CARDING ☐ PLEASE ASK