



### SPECIAL DOUBLES

After Overcall: **Penalty** ☐ \_\_\_\_\_  
Negative ☐ thru \_\_\_\_\_  
Responsive ☐ : thru \_\_\_\_\_ Maximal ☐  
**Support:** Dbl. ☐ thru 2 Redbl ☐  
Card-showing ☐ Min. Offshape T/O ☐

### SIMPLE OVERCALL

1 level 8 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 ☐

### OPENING PREEMPTS

Sound Light Very Light  
3/4-bids ☐ ☐ ☐  
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 ☐  
Redwood (jump or over 3N)

**Spiral Scan** DIPO <= 5ours, DEPO above

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

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

versus Suits	versus Notrump
<b>x x</b> x x (x) x	<b>x x</b> (x) x (x) x
x x <b>x</b> x x x (x) x	(x) x (x) x (x) x
(A) K x <b>T</b> 9 x	(A) K J x (A) Q J x
K Q x K <b>J</b> T x	A J T 9 A T 9 x
Q J x K <b>T</b> 9 x	K Q J x (K) Q T 9
J T 9 Q <b>T</b> 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:

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

Attitude vs NT ☐

obvious shift implications  
**Primary signal to partner's leads**

Attitude ☐ Count ☐ Suit preference ☐

### SPECIAL CARDING

### NOTRUMP OVERCALLS

**Direct:** 15 to 18 Systems on ☐  
**Conv.** ☐ SysOn/1m, stacoby/1M+  
**Balancing:** 10 to 17  
Jump to 2NT: Minors ☐ 2 Lowest ☐  
**Conv.** ☐ range ask / balance

### DEFENSE VS NOTRUMP

vs:	strong	weak
2 <b>♣</b> Both Maj	Both Maj	Both Maj
2 <b>♦</b> ONE Maj	ONE Maj	ONE Maj
2 <b>♥</b> ♥ + minor	♥ + minor	♥ + minor
2 <b>♠</b> ♠ + minor	♥ + minor	♥ + minor
Dbl: 4+maj, 5+min	strong	strong
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  
Majors ☐ ☐ ☐  
Minors ☐ ☐ ☐  
Other xfer / 1M, drury PH

### VS Opening Preempts Double Is

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

### DEFENSIVE CARDING

Standard: ☐ vs SUITS ☐ vs NT ☐  
Except ☐

Upside-Down: \_\_\_\_\_  
count ☐ ☐  
attitude ☐ ☐

### FIRST DISCARD

Lavinthal ☐ ☐  
Odd/Even ☐ ☐

### OTHER CARDING

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

### PLEASE ASK

**NAMES** Andy Stark / Franco Baseggio

### 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** 14+ to 17  
to \_\_\_\_\_  
5-card Major common ☐  
System on over 2C, art X  
2 **♣** Stayman ☐ Puppet ☐  
2 **♦** Transfer to **♥** ☐ 4 **♦**, 4 **♥** Transfer ☐  
Forcing Stayman ☐ Smolen ☐  
2 **♥** Transfer to **♠** ☐ Lebensohl ☐ (fast denies)  
2 **♠** Range or clubs Neg. Double ☐  
2NT Diamonds Other: crawling stayman

2NT 20 to 21  
Puppet Stayman ☐  
**Transfer Responses:**  
Jacoby ☐ Texas ☐  
3 **♠** relay to 3N  
3NT \_\_\_\_\_ to \_\_\_\_\_  
Gambling

**Conventional NT Openings**  
soloway slam tries

### 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 ☐ Splitter ☐  
Other: 1H-3S, 1S-3N = any mini-spl  
1NT: Forcing ☐ Semi-forcing ☐  
2NT: Forcing ☐ Inv. ☐ \_\_\_\_\_ to \_\_\_\_\_  
3NT: \_\_\_\_\_ to \_\_\_\_\_  
Drury ☐: Reverse ☐ 2-Way ☐ Fit ☐  
Other: \_\_\_\_\_

### MINOR OPENING

Expected Min. Length	4	3	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: 1m-2S, 1C-2D  
Frequently bypass 4+ ☐  
1NT/1 **♣** 6 to 10  
2NT Forcing ☐ Inv. ☐ \_\_\_\_\_ to \_\_\_\_\_  
3NT: 16 to 17  
Other 2H = inv balanced NT

### DESCRIBE

### RESPONSES/REBIDS

DESCRIBE	RESPONSES/REBIDS
2 <b>♣</b> <u>22</u> to <u>+</u> HCP Strong <input type="checkbox"/> Other <input type="checkbox"/> 2 <b>♦</b> Resp: Neg <input type="checkbox"/> Waiting <input type="checkbox"/>	Kokish minor 2nd neg
2 <b>♦</b> <u>5</u> to <u>10</u> HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	ogust NV only 2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>
2 <b>♥</b> <u>5</u> to <u>10</u> HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	ogust NV only 2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>
2 <b>♠</b> <u>5</u> to <u>10</u> HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	ogust NV only 2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>

**OTHER CONV. CALLS:** New Minor Forcing ☐ 2-Way NMF ☐

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

4th Suit Forcing: 1 Rd. ☐ Game ☐

FSJ by PH

CRASH vs strong club