



SPECIAL DOUBLES

After Overcall: **Penalty** ☐ _____
 Negative ☐ thru 4h
 Responsive ☐ : thru 4h Maximal ☐
Support: Dbl. ☐ thru Redbl ☐
 Card-showing ☐ Min. Offshape T/O ☐
No support doubles - they are T/O!

SIMPLE OVERCALL

1 level 7 to 17 HCP (usually)
 often 4 cards ☐ very light style ☐
Responses
 New Suit: Forcing ☐ NFConst ☐ NF ☐
 Jump Raise: Forcing ☐ Inv. ☐ Weak ☐
Jump to 3x is Forcing, no fit jump

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 ☐ ☐
LeapMich.; 4♣ = 5om + 5Mj; 4♦ = Mjs

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 | |
|--------------|----------------|----------------|-----------|
| 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 ☐
 Attitude vs NT ☐

K is power

Primary signal to partner's leads

Attitude ☐ Count ☐ Suit preference ☐

SPECIAL CARDING

NOTRUMP OVERCALLS

Direct: 15 to 18 Systems on ☐
Conv. ☐ _____
Balancing: 10 to 14
 Jump to 2NT: Minors ☐ 2 Lowest ☐
Conv. ☐ 18-19 balancing

DEFENSE VS NOTRUMP

vs: Strong Weak
 2♣ Majors same
 2♦ One long Mj
 2♥ Nat + min
 2♠ Nat + min
 Dbl: Pen=direct S Pen all seats
Other 2NT= mins, Meckwell as p/h
X = 5min + 4Maj in bal seat

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 flip-flop, TRF same if M over

VS Opening Preempts Double Is

Takeout ☐ thru 4H Penalty ☐
Conv. Takeout: 4NT over 4S opening
Lebensohl 2NT Response ☐
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 ☐ ☐ ☐

PLEASE ASK

NAMES Georgia Botta / Zach Grossack

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 X, 2♣
 2♣ Stayman ☐ Puppet ☐
 2♦ Transfer to ♥ ☐ 4♦, 4♥ Transfer ☐
Forcing Stayman ☐ Smolen ☐
 2♥ Transfer to ♠ ☐ Lebensohl ☐ Slow denies ☐
 2♠ Size or ♣ Neg. Double ☐
 2NT Puppet Stayman ☐ Other: TrF lebenh., rvrs baze

2NT 20 to 21

Puppet Stayman ☐

Transfer Responses:

Jacoby ☐ Texas ☐

3♠ MSS: gia puppet
 texas - slam try

3NT _____ to _____

Gambling ☐

Conventional NT Openings

MAJOR OPENING

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

RESPONSES

Double Raise: Force ☐ Inv. ☐ Weak ☐
 After Overcall: Force ☐ Inv. ☐ Weak ☐
 Conv. Raise: 2NT ☐ 3NT ☐ Splinter ☐
Other: 2NT= inv 3/4 cards; 3M-1= GF
1NT: Forcing ☐ Semi-forcing ☐
 2NT: Forcing ☐ Inv. ☐ to _____
 3NT: ♠=good to 1-4 bid
Drury ☐ Reverse ☐ 2-Way ☐ Fit ☐
***3M-2=mixed**
Other: Void splinters, 1♥-3♠=good 14

MINOR OPENING

Expected Min. Length 4 3 0-2 Conv.
 1♣ ☐ ☐ ☐ ☐
 1♦ ☐ ☐ ☐ ☐

RESPONSES

Double Raise: Force ☐ Inv. ☐ Weak ☐
 After Overcall: Force ☐ Inv. ☐ Weak ☐
 Forcing Raise: J/S in other minor ☐
Other: 1♠-2♣=GF
 Frequently bypass 4+♦ 1♦-3♣=GF
 1NT/1♣ 8 to 10 (11)
 2NT Forcing ☐ Inv. ☐ 11+ to 12
 3NT: 12+ to 15
Other 1♠-2♦=inv ♣; 1♦-3♦=nat inv

DESCRIBE

RESPONSES/REBIDS

| | |
|---|---|
| 2♣ <u>22+</u> to _____ HCP Strong <input type="checkbox"/> Other <input type="checkbox"/> 2♦ Resp: Neg <input type="checkbox"/> Waiting <input type="checkbox"/> | GF unless 2NT rebid <input type="checkbox"/> New Suit: 8+hcp, 2 Honors, Kokish - inverted |
| 2♦ <u>4/6</u> to <u>9/10</u> 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♥ <u>4/6</u> to <u>9/10</u> HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/> | 2♠ asks, 2NT= Hs 2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/> |
| 2♠ <u>4/6</u> to <u>9/10</u> 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: ☐ 2-Way NMF ☐ no XYZ

Weak Jump Shifts: In Comp. ☐ Not in Comp. ☐ Trf void splinter, 1M - 4M-1 good 4M

4th Suit Forcing: 1 Rd. ☐ Game ☐ Trf after overcall 1m with a suit (Om invert)

2NT always support for M in comp; 4NT mins or fit <cuebid in comp; LMH short

Trf after Michaels, 1h-2nt-4h spade void; 1♥ - 2♠ = 6-9 6♠; fit jump BPH

4NT slowdown w/o competition; Gazzilli; 1st step slow down after reverse