SPECIAL DOUBLES

After Overcall: Penalty ☐ _____
   Negative ☒ thru 3♠
Responsive ☒: thru 2♠___ Maximal ☐
Support: Dbl. ☒ thru 2♠___ Redbl ☒
Card-showing ☐   Min. Offshape T/O ☐
_____

SIMPLE OVERCALL

1 level _9_ to _15_ 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	Artif. Bid
Natural	☐	☐	☐
Strong T/O	☐	☐	☐
Michaels	☒	☒	☒

SLAM CONVENTIONS
Gerber ☒ : 4NT: Blackwood ☒   RKC ☐   1430 ☐
Pointwood by responder to 2♣ opening: bid points outside of controls, 5♣=0-1, 5♦=2-3, ...
Voidwood responses to Blackwood: 6-level shows void + 1 or 3A, 5NT = void + 2A
vs Interference: DOPI ☒   DEPO ☒   Level: DOPI through 5♥___   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	T 9 x	ⒶⓀ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	Ⓚ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 ☐
Top of suit without honor

Primary signal to partner's leads
Attitude ☒   Count ☐   Suit preference ☐

SPECIAL CARDING

NOTRUMP OVERCALLS

Direct: _14_ to _17_ Systems on ☒
Conv. ☐ _____
Balancing: _12_ to _17_
Jump to 2NT: Minors ☐ 2 Lowest ☒
Conv. ☐ _____

DEFENSE VS NOTRUMP

vs:	Strong (incl. 16)	Weak (15-)
2♣	♣+another	♣+another
2♦	♦+major	♦+major
2♥	♥+♠	♥+♠
2♠	long weak ♠	long weak ♠
Dbl:	one-suiter	equiv. values
Other	DONT	

vs. weak, 2NT=15-17, systems on

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			

VS Opening Preempts Double Is

Takeout ☒ thru _4♦_   Penalty ☐
Conv. Takeout: _____
Lebensohl 2NT Response ☐
Other: _____

DEFENSIVE CARDING

	vs SUITS	vs NT
Standard:	☒	☒
Except ☒		
Suit pref to A lead		

Upside-Down
count	☐	☐
attitude	☐	☐

FIRST DISCARD
Lavinthal	☒	☒
Odd/Even	☐	☐

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

PLEASE ASK

NAMES ___David Maze, Emily Marcus, Cathy Cooper, Ira Cooper, Dan Jablonski___

GENERAL APPROACH
Standard American

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 _15_ to _17_
   to
5-card Major common ☐
System on over _X,2♣_
2♣ Stayman ☒ Puppet ☐
2♦ Transfer to ♥ ☒   Forcing Stayman ☐
2♥ Transfer to ♠ ☒
2♠ Transfer to ♣
2NT Transfer to ♦

3♣ Natural, game forcing
3♦ _____
3♥ _____
3♠ _____
4♦,4♥ Transfer ☒
Smolen ☒
Lebensohl ☒ (fast denies)
Neg. Double ☒ : _3-level_
Other: _____

2NT _20_ to _21_
Puppet Stayman ☐
Transfer Responses:
   Jacoby ☒   Texas ☒
   3♠ Minor Suit Stayman

3NT _____ to _____
Gambling, no outside A/K

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 Jacoby
1NT: Forcing ☐   Semi-forcing ☐
2NT: Forcing ☐ Inv. ☐ _____to____
3NT: _12_ to _15_
Drury ☐: Reverse ☐ 2-Way ☐ Fit ☐
Other: _____

MINOR OPENING

	Expected Min. Length	4	3	0-2	NF 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♣ _6_ to _9_
2NT Forcing ☐ Inv. ☒ _10_ to _12_
3NT _12_ to _15_
Other: _____

DESCRIBE / RESPONSES/REBIDS

2♣ _21_ to _+_ HCP   Strong, forcing
Strong ☒   Other ☐
2♦ Resp: Neg ☒   Waiting ☐
Controls: A=2, K=1; 2♦=0-1, 2♥=2, 2♠=1A+1K, 2NT=3K, 3♣=4+

2♦ _5_ to _11_ HCP   Weak, preemptive   Ogust
Natural: Weak ☒ Intermediate ☐ Strong ☐ Conv. ☐
2NT Force ☒ New Suit NF ☒

2♥ _5_ to _11_ HCP   Weak, preemptive   Ogust
Natural: Weak ☒ Intermediate ☐ Strong ☐ Conv. ☐
2NT Force ☒ New Suit NF ☒

2♠ _5_ to _11_ HCP   Weak, preemptive   Ogust
Natural: Weak ☒ Intermediate ☐ Strong ☐ Conv. ☐
2NT Force ☒ New Suit NF ☒

OTHER CONV. CALLS: New Minor Forcing: ☐_____ 2-Way NMF ☐ _____
Weak Jump Shifts not in Comp. ☐ p.h. 4th Suit Forcing: 1 Round ☐ Game ☒
Help suit game/slam tries; Unusual over unusual
Superaccept Jacoby transfers: 4-card support, maximum, opt. doubleton
DONT over strong 2♣, artificial 1♣