

### SPECIAL DOUBLES

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

### SIMPLE OVERCALL

1 level \_\_\_\_\_ 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 Artif. Bid  
 Natural     
 Strong T/O     
 Michaels

### 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	
<b>x x</b>	x x x x	<b>x x</b>	x x x x
x x x	x x x x x	<b>x x x</b>	x x x <b>x x</b>
A <b>K</b> x	<b>T</b> 9 x	A <b>K</b> J x	A <b>Q</b> J x
<b>K</b> Q x	K <b>J</b> T x	A <b>J</b> T 9	A <b>T</b> 9 x
<b>Q</b> J x	K <b>T</b> 9 x	<b>K</b> Q J x	K <b>Q</b> T 9
<b>J</b> T 9	<b>Q</b> T 9 x	<b>Q</b> J T x	Q <b>T</b> 9 x
<b>K</b> Q T 9		<b>J</b> T 9 x	<b>T</b> 9 x 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

### SPECIAL CARDING PLEASE ASK

### NOTRUMP OVERCALLS

**Direct:** \_\_\_\_\_ to \_\_\_\_\_ Systems on   
**Conv.**  \_\_\_\_\_  
**Balancing:** \_\_\_\_\_ to \_\_\_\_\_  
 Jump to 2NT: Minors  2 Lowest   
**Conv.**  \_\_\_\_\_

### DEFENSE VS NOTRUMP

**vs:**  
 2♣ \_\_\_\_\_  
 2♦ \_\_\_\_\_  
 2♥ \_\_\_\_\_  
 2♠ \_\_\_\_\_  
 Dbl: \_\_\_\_\_  
 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 \_\_\_\_\_

### VS Opening Preempts Double Is

Takeout  thru \_\_\_\_\_ **Penalty**   
**Conv. Takeout:** \_\_\_\_\_  
**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

### NAMES \_\_\_\_\_

### 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 \_\_\_\_\_ to \_\_\_\_\_  
 \_\_\_\_\_ to \_\_\_\_\_  
 5-card Major common   
 System on over \_\_\_\_\_  
 2♣ Stayman  Puppet   
 2♦ Transfer to ♥  4♦, 4♥ Transfer   
**Forcing Stayman**  **Smolen**   
 2♥ Transfer to ♠  Lebensohl  (\_\_\_\_denies)  
 2♠ \_\_\_\_\_ Neg. Double : \_\_\_\_\_  
 2NT \_\_\_\_\_ **Other:** \_\_\_\_\_

**2NT** \_\_\_\_\_ to \_\_\_\_\_  
 Puppet Stayman

**Transfer Responses:**  
 Jacoby  Texas

3♠ \_\_\_\_\_

**3NT** \_\_\_\_\_ to \_\_\_\_\_

### 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:** \_\_\_\_\_  
 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♣	<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**   
**Single raise**  **Other:** \_\_\_\_\_  
 Frequently bypass 4+♦   
 1NT/1♣ \_\_\_\_\_ to \_\_\_\_\_  
 2NT Forcing  Inv.  \_\_\_\_\_ to \_\_\_\_\_  
 3NT: \_\_\_\_\_ to \_\_\_\_\_  
**Other** \_\_\_\_\_

### DESCRIBE

### RESPONSES/REBIDS

2♣ _____ to _____ HCP Strong <input type="checkbox"/> <b>Other</b> <input type="checkbox"/>	
2♦ Resp: Neg <input type="checkbox"/> Waiting <input type="checkbox"/>	
2♦ _____ to _____ HCP Natural: Weak <input type="checkbox"/> <b>Intermediate</b> <input type="checkbox"/> <b>Strong</b> <input type="checkbox"/> <b>Conv.</b> <input type="checkbox"/>	2NT Force <input type="checkbox"/> <b>New Suit NF</b> <input type="checkbox"/>
2♥ _____ to _____ HCP Natural: Weak <input type="checkbox"/> <b>Intermediate</b> <input type="checkbox"/> <b>Strong</b> <input type="checkbox"/> <b>Conv.</b> <input type="checkbox"/>	2NT Force <input type="checkbox"/> <b>New Suit NF</b> <input type="checkbox"/>
2♠ _____ to _____ HCP Natural: Weak <input type="checkbox"/> <b>Intermediate</b> <input type="checkbox"/> <b>Strong</b> <input type="checkbox"/> <b>Conv.</b> <input type="checkbox"/>	2NT Force <input type="checkbox"/> <b>New Suit NF</b> <input type="checkbox"/>

**OTHER CONV. CALLS:** New Minor Forcing:  \_\_\_\_\_ 2-Way NMF  \_\_\_\_\_  
**Weak Jump Shifts not in Comp.**  \_\_ 4th Suit Forcing: 1 Round  Game

# When attention is called to an irregularity — CALL THE DIRECTOR.

BD # PAIRS	DLR AND VUL	BD # TEAMS	VS	CONTRACT & DECLARER	PLUS	MINUS	PTS EST.	PTS.	BD # PAIRS	DLR AND VUL	BD # TEAMS	VS	CONTRACT & DECLARER	PLUS	MINUS	PTS EST.	PTS.		
1	N NONE								17	N NONE									
2	E N-S								18	E N-S									
3	S E-W								19	S E-W									
4	W BOTH								20	W BOTH									
5	N N-S								21	N N-S									
6	E E-W								22	E E-W									
7	S BOTH								23	S BOTH									
8	W NONE								24	W NONE									
9	N E-W								25	N E-W									
10	E BOTH								26	E BOTH									
11	S NONE								27	S NONE									
12	W N-S								28	W N-S									
13	N BOTH								29	N BOTH									
14	E NONE								30	E NONE									
15	S N-S								31	S N-S									
16	W E-W								32	W E-W									
<u>20-PT. VP SCALE</u>								<u>30-PT. VP SCALE</u>											
<u>IMPs</u>	<u>VPs</u>	<u>IMPs</u>	<u>VPs</u>	<u>IMPs</u>	<u>VPs</u>	<u>IMPs</u>	<u>VPs</u>	<u>IMPs</u>	<u>VPs</u>	<u>IMPs</u>	<u>VPs</u>	<u>IMPs</u>	<u>VPs</u>	<u>IMPs</u>	<u>VPs</u>	<u>IMPs</u>	<u>VPs</u>		
0	10-10	14-16	16-4	0	15-15	9-10	24-6	0	15-15	9-10	24-6	0	15-15	9-10	24-6	0	15-15	9-10	24-6
1-2	11-9	17-19	17-3	1	18-12	11-13	25-5	1	18-12	11-13	25-5	1	18-12	11-13	25-5	1	18-12	11-13	25-5
3-4	12-8	20-23	18-2	2	19-11	14-16	26-4	2	19-11	14-16	26-4	2	19-11	14-16	26-4	2	19-11	14-16	26-4
5-7	13-7	24-27	19-1	3	20-10	17-19	27-3	3	20-10	17-19	27-3	3	20-10	17-19	27-3	3	20-10	17-19	27-3
8-10	14-6	28 +	20-0	4	21-9	20-23	28-2	4	21-9	20-23	28-2	4	21-9	20-23	28-2	4	21-9	20-23	28-2
11-13	15-5			5-6	22-8	24-27	29-1	5-6	22-8	24-27	29-1	5-6	22-8	24-27	29-1	5-6	22-8	24-27	29-1
				7-8	23-7	28 +	30-0	7-8	23-7	28 +	30-0	7-8	23-7	28 +	30-0	7-8	23-7	28 +	30-0
									33	N NONE									
									34	E N-S									
									35	S E-W									
									36	W BOTH									

*Always Disclose,  
Never Abuse,  
Don't Intimidate,  
Practice Active Ethics*

## INTERNATIONAL MATCHPOINT SCALE

<u>Diff. in Pts.</u> <u>IMPs</u>	<u>Diff. in Pts.</u> <u>IMPs</u>	<u>Diff. in Pts.</u> <u>IMPs</u>	<u>Diff. in Pts.</u> <u>IMPs</u>
20-40 ..... 1	270-310 ..... 7	750-890 .... 13	2000-2240 ..... 19
50-80 ..... 2	320-360 ..... 8	900-1090 .... 14	2250-2490 ..... 20
90-120 ..... 3	370-420 ..... 9	1100-1290 .... 15	2500-2990 ..... 21
130-160 ..... 4	430-490 ..... 10	1300-1490 .... 16	3000-3490 ..... 22
170-210 ..... 5	500-590 ..... 11	1500-1740 .... 17	3500-3990 ..... 23
220-260 ..... 6	600-740 ..... 12	1750-1990 .... 18	4000 and up ..... 24