

Often 4 cards ☐ Very light style ☐

Responses

New Suit Forcing ☐ NFConst ☒ NF ☐

Jump Raise: Forcing ☐ Inv. ☐ Weak ☐

Cuebid is 1-round force

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

☐

☐

Natural if 2 suits have been bid

2♦ ♦S

♦S

2♥ ♥S

♥S

2♠ ♠S

♠S

Dbl Penalty

Penalty

Other

OVER OPP'S T/O DOUBLE

New Suit Forcing: 1-level ☒ 2-level ☐

Redouble implies no fit ☐

2NT Over

Limit +

Limit

W

Majors

☒

☐

Minors

☒

☐

Other Weak jump raise & jump shift

VS OPENING PREEMPT DOUBLE

Takeout ☒ thru 3♠ Penalty

Conv. Takeout

Ledersohn 2NT Response ☐

Other 2NT/Weak 2=16-19 HCP

SLAM CONVENTIONS Gerber ☐ 4NT Blackwood ☐ RKC ☒ 1430 ☐

vs. Interference: DOPI ☒ DEPO ☐ Level D=0, P=1, Next suit=2, etc. 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

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

10 9 8 X

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

☒

☒

OTHER CARDING

Smith Echo

☐

☐

Trump Suit Pref.

☐

☐

Foster Echo

☐

☐

POCOPHONE

SPECIAL CARDING ☐ PLEASE ASK

SHOT ON POCOPHONE F1

Dirly ☐ Reverse ☐ 2-Way ☐ Fit ☐

3NT 16 to 17

Other:

Other:

DESCRIBE		RESPONSES/RE
2♣ 23 to HCP	Or 9+ tricks	
Strong <input type="checkbox"/> Other <input type="checkbox"/>		
2♦ Response: Neg <input type="checkbox"/> Waiting <input type="checkbox"/> Denies good suit		
2♦ 20 to 22 HCP	Not balanced	RONF; 2NT asks featur
Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/>		2NT Force <input type="checkbox"/> New Su
2♥ 5 to 11 HCP	Normally good 6-card suit	RONF; 2NT asks featur
Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/>		2NT Force <input type="checkbox"/> New Su
2♠ 5 to 11 HCP	Normally good 6-card suit	RONF; 2NT asks featur
Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/>		2NT Force <input type="checkbox"/> New Su

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 2♠

Responsive: ☐ thru Maximal ☐

Support: Dbl ☐ thru Rdbl ☐

Card-showing ☐ Min. Offshape T/O ☐

SIMPLE OVERCALL

1-level 6 to 16 HCP (usually)

Often 4 cards ☐ Very light style ☐

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JUMP OVERCALL

Strong ☐ Intermediate ☐ Weak ☒

OPENING PREEMPTS

Sound ☐ Light ☒ Very Light ☐

NOTRUMP OVERCALLS

Direct: 15 to 18 Systems on ☐

Conv. 2♠ is Stayman

Balance: 11 to 15

Jump to 2NT: Minors ☐ 2 Lowest ☐

Conv.

DEFENSE VS NOTRUMP

vs: Strong 1NT

Weak 1NT

2♠ ♠S

♠S

2♦ ♦S

♦S

2♥ ♥S

♥S

2♠ ♠S

♠S

Dbl Penalty

Penalty

Other:

OVER OPP'S T/O DOUBLE

New Suit Forcing: 1-level ☒ 2-level ☐

Redouble implies no fit ☐

2NT Over

Limit +

Limit

Majors

☒

☐

POCOPHONE

SHOT ON POCOPHONE F1

23:05

28/12/2020

ENG