

SPECIAL DOUBLES
After Overcall:
Negative ☐ of 1♠ or 2♠ with 4+ hearts

Negative ☐ thru 3♠

SIMPLE OVERCALL
1 level 8 to 17 HCP (usually)
may be a great 4 cards at 1-level

Responses
New Suit: Non-forcing constructive ☐
Jump Raise: Inv. ☐ Weak ☐

JUMP OVERCALL
Weak ☐

OPENING PREEMPTS
Sound Light
3/4-bids ☐ ☐
by vulnerability

DIRECT CUEBID
OVER: Minor Major
Natural ☐ ☐ (normally alert)
in either suit if opponents have bid two suits
Michaels ☐ ☐ 5-5 or longer
majors major & a minor

SLAM CONVENTIONS Gerber ☐: 4NT: Blackwood ☐ RKC ☐ 0/3, 1/4,...
4♣ Gerber over 1NT & 2NT openings, responses & rebids: 0/4, 1, 2, 3
After Blackwood (Gerber): 5NT (5♣) asks for: number of kings ☐
vs Interference: DOPI ☐ Double=0 (first step), Pass=1 (second step), then bid steps.

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 x	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 ☐

Primary signal to partner's leads
Attitude ☐ Count ☐ Suit Preference ☐

SPECIAL CARDING

NOTRUMP OVERCALLS
Direct: 15 to 18 Systems On ☐
Over Weak 2: 16 to 19 Systems On ☐

Balancing: 11 to 15 Systems Off
Jump to 2NT: 5-5 or longer 2 Lowest ☐

DEFENSE VS NOTRUMP
vs: Cappelletti/Hamilton/Pottage:
2♣ unspecified 6+ card suit (2♦ asks)
2♦ 5+♥ and 5+♠ (5-4 OK if good hand)
2♥ 5+♥ and 5+minor (4 minor OK if g.h.)
2♠ 5+♠ and 5+minor (4 minor OK if g.h.)
Dbl: penalty (systems off)

OVER OPP'S T/O DOUBLE
New Suit Forcing: 1 level ☐
Jump Shift: Weak ☐
Redouble implies no fit ☐
2NT Over Limit + 2NT is a raise, at least inviting game
Majors ☐
Minors ☐
Double Raise: Inv. ☐ Weak ☐

VS Opening Preempts Double Is
Takeout ☐ thru 4♥
Lebensohl 2NT Response ☐

VS Opening Preempts Double Is

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 #

MIT/DL Bridge Club Standard

All partners play BLACK ☐ and may choose to play RED ☐ (alert)

FORCING OPENING: 2♣ ☐

NOTRUMP OPENING BIDS

15	1NT to 17	3♣ 6+♣, invites 3NT
		3♦ 6+♦, invites 3NT
		3♥ 6+♥, forcing, inv slam
		3♠ 6+♠, forcing, inv slam

System on over Double

2♣ Stayman ☐ minor suit after Stayman is forcing

2♦ Transfer to ♥ ☐ 4♦, 4♥ = Texas ☐ thru 4♣

2♥ Transfer to ♠ ☐ Lebensohl ☐ (fast denies)

2♠ forces 3♣ for signoff in a minor

2NT natural, invites 3NT

2NT 20 to 21

Transfer Responses:
Jacoby ☐ Texas ☐

3NT 25 to 27
Stayman, transfers, 4NT inv

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: Inv. ☐

After Overcall: Inv. ☐ Weak ☐

Conv. Raise: 2NT ☐ Splinter ☐

Other: Jacoby: 4M=weak 3NT=med 3M=str

3suit=singleton/void 4suit=5+card good suit

2NT: natural, 11 to 12

3NT: 16 to 17 1NT Forcing ☐

Drury ☐: Reverse ☐ 1NT Forcing ☐

Other: 2/1 game force (over majors only)

MINOR OPENING

Expected Min. Length	4	3
1♣	<input type="checkbox"/>	<input type="checkbox"/>
1♦	<input type="checkbox"/>	<input type="checkbox"/>

RESPONSES

Double Raise: Inv. ☐

After Overcall: Inv. ☐ Weak ☐

Single Raise: forcing, LR+ ☐ Weak ☐

1NT/1♣ 6 to 10

2NT 11 to 12

3NT 13 to 15

DESCRIBE **RESPONSES/REBIDS**

2♣ to HCP 22+ or 9+ tricks
Strong ☐
2♦ Resp: Neg. ☐ Waiting ☐ 2NT rebid: sys on

2♦ 5 to 11 HCP normally a good 6-card suit
Natural: Weak ☐

2♥ 5 to 11 HCP normally a good 6-card suit
Natural: Weak ☐

2♠ 5 to 11 HCP normally a good 6-card suit
Natural: Weak ☐

OTHER CONV. CALLS: New Minor Forcing: ☐ after opener's 1NT rebid only
Weak jump shift ☐ always 4th Suit Forcing: Game ☐

Partner opens/overcalls: cue bid of opponent's suit is a raise, at least inviting game (LR+) ☐

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