

Your choice: Thursdays at 9:30am OR 4:15pm

- Jan 8: Filling out the Convention Card
- Jan 15: Signaling (Carding), Etiquette and Procedures
- Jan 22: Bergen Raises
- Jan 29: Jacoby 2NT
- Feb 5: New Minor Forcing
- Feb 12: Recap Negative, Takeout + Support Doubles
- Feb 19: 4th Suit Forcing
- Feb 26: Recap TBD
- Mar 5: Recap TBD

Convention Card

- Partnership agreement
- 2 identical convention cards
- Neatly filled out
- Include every agreement you have
- Available on or near the table to be looked at by opponents if requested
- Anything in blue, partner announces
- Anything in red, partner alerts

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 PREAMPTS

Sound	Light	Very Light
3/4-bids	<input type="checkbox"/>	<input type="checkbox"/>
Conv./Resp.	<input type="checkbox"/>	

DIRECT CUEBID

OVER: Minor	Major	Artif.Bids
Natural	<input type="checkbox"/>	<input type="checkbox"/>
Strong T/O	<input type="checkbox"/>	<input type="checkbox"/>
Michaels	<input type="checkbox"/>	<input type="checkbox"/>
Other	<input type="checkbox"/>	

SLAM CONVENTIONS Gerber 4NT: Blackwood RKC 1430

vs Interference: DOP1 DEPO Level: _____ ROP1

LEADS (circle card led, if not in bold)

versus Suits	versus Notrump
xx	xxxx
xxx	xxxxx
A K x	A K J x
K Q x	K J T x
Q J x	K Q J x
J T 9	Q J T x
K Q T 9	J T 9 x
T 9 x	

LENGTH LEADS:

4th Best	vs SUITS <input type="checkbox"/> vs NT <input type="checkbox"/>
3rd/5th Best	vs SUITS <input type="checkbox"/> vs NT <input type="checkbox"/>
Altitude vs NT <input type="checkbox"/>	

Primary signal to partner's leads
 Altitude Count Suit preference

NOTRUMP OVERCALLS

Direct: _____ to _____ Systems on
 Conv.
 Balancing: _____ to _____
 Jump to 2NT: 2 Lowest Minors
 Conv.

DEFENSE VS NOTRUMP

VS:	_____
2♦	_____
2♦	_____
2♥	_____
2♣	_____
Dbl:	_____
Other	<input type="checkbox"/>

OVER OPP'S T/O DOUBLE

New Suit Forcing: 1 level 2 level
 Jump Shift: Forcing Inv. Weak
 Redbl implies no fit Transfer Resp.

2NT Over	Limit+	Limit	Weak
Majors	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Minors	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Other	<input type="checkbox"/>		

VS Opening Preempts Double Is

Takeout thru _____ Penalty
 Conv. Takeout _____
 Lebensohl 2NT Response
 Other _____

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	3♣	_____
to _____	3♦	_____
to _____	3♥	_____
5-card Major common <input type="checkbox"/>	3♣	_____
System on over _____	3♦	_____
2♦ Stayman <input type="checkbox"/> Puppet <input type="checkbox"/>	3♣	_____
2♦ Transfer to ♦ <input type="checkbox"/>	4♦, 4♥	Transfer <input type="checkbox"/>
Forcing Stayman <input type="checkbox"/>	Smolen <input type="checkbox"/>	_____
2♥ Transfer to ♠ <input type="checkbox"/>	Lebensohl <input type="checkbox"/>	(____ denies) Conventional NT Openings
2♣ Neg. Double <input type="checkbox"/>	_____	
2NT Other <input type="checkbox"/>	_____	

MAJOR OPENING

Min. Length	4	5
1st/2nd	<input type="checkbox"/>	<input type="checkbox"/>
3rd/4th	<input type="checkbox"/>	<input type="checkbox"/>

MINOR OPENING

Min. Length	4	3	NF 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
 Conv. Raise: 2NT 3NT Splinter
 Other _____
 1NT: Forcing Semi-forcing
 2NT: Forcing Inv. _____ to _____
 3NT: _____ to _____
 Drury Reverse 2-Way Fit
 Other _____
 Freq. bypass 4+♦ Transfer Resp.
 1NT/1♣ _____ to _____
 2NT Forcing Inv. _____ to _____
 3NT: _____ to _____
 Other _____

DESCRIBE

2♣ to _____ HCP	DESCRIBE	RESPONSES/REBIDS
Very Strong <input type="checkbox"/> Other <input type="checkbox"/>	_____	
2♦ Resp: Neg <input type="checkbox"/> Waiting <input type="checkbox"/>	_____	

2♦ to _____ 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"/>
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2♥ to _____ 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"/>
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2♠ to _____ 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"/>
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OTHER CONV. CALLS: New Minor Forcing 2-Way NMFO

Weak Jump Shifts: In Comp. Not in Comp.

4th Suit Forcing: 1 Rd. Game

Names, General Approach and NT opening bids

NAMES _____	
GENERAL APPROACH	
Two Over One: Game Forcing <input type="checkbox"/> Game Forcing Except When Suit Rebid <input type="checkbox"/>	
VERY LIGHT: Openings <input type="checkbox"/> 3rd Hand <input type="checkbox"/> Overcalls <input type="checkbox"/> Preempts <input type="checkbox"/>	
FORCING OPENING: 1♦ <input type="checkbox"/> 2♣ <input type="checkbox"/> Natural 2 Bids <input type="checkbox"/> Other <input type="checkbox"/> _____	
NOTRUMP OPENING BIDS	
1NT _____ to _____ to	3♣ _____ 3♦ _____ 3♥ _____
5-card Major common <input type="checkbox"/>	3♠ _____
System on over _____	_____
2♣ Stayman <input type="checkbox"/> Puppet <input type="checkbox"/>	_____
2♦ Transfer to ♥ <input type="checkbox"/> Forcing Stayman <input type="checkbox"/>	4♦, 4♥ Transfer <input type="checkbox"/> Smolen <input type="checkbox"/>
2♥ Transfer to ♣ <input type="checkbox"/>	Lebenschil <input type="checkbox"/> (_____ denies) Conventional NT Openings
2♠ _____	Neg. Double <input type="checkbox"/>
2NT _____	Other _____
2NT _____ to _____ Puppet Stayman <input type="checkbox"/> Transfer Responses: Jacoby <input type="checkbox"/> Texas <input type="checkbox"/> 3♣ _____ _____	
3NT _____ to _____ _____	

Major & Minor Openings

MAJOR OPENING

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

Min. Length	4	3	INF 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 _____

Freq. bypass 4+♦ Transfer Resp.

1NT/1♣ _____ to _____

2NT Forcing Inv. _____ to _____

3NT: _____ to _____

Other _____

Describe and Responses/Rebids

2♣ _____ to _____ HCP	DESCRIBE	RESPONSES/REBIDS
Very Strong <input type="checkbox"/> Other <input type="checkbox"/> 2♦ Resp: Neg <input type="checkbox"/> Waiting <input type="checkbox"/>		
2♦ _____ to _____ 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♥ _____ to _____ 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♠ _____ to _____ 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 <input type="checkbox"/> 2-Way NMF <input type="checkbox"/>		
Weak Jump Shifts: In Comp. <input type="checkbox"/> Not in Comp. <input type="checkbox"/>		
4th Suit Forcing: 1 Rd. <input type="checkbox"/> Game <input type="checkbox"/>		

Special Doubles

SPECIAL DOUBLES

After Overcall: **Penalty** _____

Negative thru _____

Responsive thru _____ **Maximal**

Support **Dbl.** thru _____ **Redbl**

Card-showing **Min.** **Offshape** **T/O**

Simple Overcall and Jump Overcall

SIMPLE OVERCALL

1 level _____ to _____ HCP(usually)
often 4 cards very light style

Responses

New Suit: Forcing NF Const NF
Jump Raise: Forcing Inv. Weak

JUMP OVERCALL

Strong Intermediate Weak

Opening Preempts and Direct Cue Bid

OPENING PREEMPTS			
	Sound	Light	Very Light
2/4-bids	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<i>Conv/Resp.</i>			
DIRECT CUEBID			
OVER:	Minor	Major	Anti Bids
Natural	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Strong T/O	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Michaels	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Slam Conventions

SLAM CONVENTIONS

Gerber : 4NT: Blackwood RKC 1430

vs Interference: DOPI DEPO Level: _____

ROPI

Leads

LEADS (circle card led, if not bold)

versus Suits

X **x** x x x X

x x X x x x X x

A K x T 9 x

K Q x K J T x

Q J x K T 9 x

J T 9 Q T 9 x

K Q T 9

versus Notrump

X **x** x x x X

X x x x x x X x

A K J x A Q J x

A J T 9 A T 9 x

K Q J x K Q T 9

Q J T x Q T 9 x

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 lead

Attitude Count Suit preference

Defensive Carding

DEFENSIVE CARDING		
	vs SUITS	vs NT
Standard:	<input type="checkbox"/>	<input type="checkbox"/>
Except	<input type="checkbox"/>	
<hr/>		
Upside – Down:		
count	<input type="checkbox"/>	<input type="checkbox"/>
attitude	<input type="checkbox"/>	<input type="checkbox"/>
FIRST DISCARD		
Lavinthal	<input type="checkbox"/>	<input type="checkbox"/>
Odd/Even	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>
<hr/>		
OTHER CARDING		
Smith Echo	<input type="checkbox"/>	<input type="checkbox"/>
Trump Suit Pref.	<input type="checkbox"/>	
Foster Echo	<input type="checkbox"/>	<input type="checkbox"/>

No Trump Overcalls and Defense vs No Trump

NOTRUMP OVERCALLS	
Direct:	<input type="text"/> to <input type="text"/> Systems on <input type="checkbox"/>
Conv.	<input type="checkbox"/>
Balancing:	<input type="text"/> to <input type="text"/>
Jump to 2NT:	2 Lowest <input type="checkbox"/> Minors <input type="checkbox"/>
Conv.	<input type="checkbox"/>
DEFENSE VS NOTRUMP	
VS:	<input type="text"/> <input type="text"/>
2♣	<input type="text"/> <input type="text"/>
2♦	<input type="text"/> <input type="text"/>
2♥	<input type="text"/> <input type="text"/>
2♠	<input type="text"/> <input type="text"/>
Dbl:	<input type="text"/> <input type="text"/>
Other	<input type="text"/> <input type="text"/>

Over Opponents Takeout Double and vs Opening Preempt Double is

OVER OPP'S T/O DOUBLE			
New Suit Forcing:	1 level <input type="checkbox"/>	2 level <input type="checkbox"/>	
Jump Shift:	Forcing <input type="checkbox"/>	Inv. <input type="checkbox"/>	Weak <input type="checkbox"/>
Redbl implies no fit <input type="checkbox"/>	Transfer Resp. <input type="checkbox"/>		
2NT Over	Limit+ <input type="checkbox"/>	Limit <input type="checkbox"/>	Weak <input type="checkbox"/>
Majors	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Minors	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Other			

VS Opening Preempts Double Is			
Takeout <input type="checkbox"/>	thru _____	Penalty <input type="checkbox"/>	
Conv. Takeout	_____		
Lebenschl 2NT Response <input type="checkbox"/>			
Other	_____		

Next week:

On Thu, Jan 15 at 9:30am or 4:15pm
(your choice)

Signaling (Carding), Etiquette and
Procedures