

SPECIAL DOUBLES

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

NOTRUMP OVERCALLS

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

DEFENSE VS NOTRUMP

vs: 1NT _____
2♣ Majors _____
2♦ 6 in M _____
2♥ 5h-5other _____
2♠ 5s-5m _____
Dbl: 5m-4M _____
Other _____

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

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 _____

OPENING PREEMPTS

Sound Light Very Light
3/4-bids
Conv./Resp. _____

VS Opening Preempts Double Is

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

DIRECT CUEBID

OVER: Minor Major
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	
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 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

Primary signal to partner's leads

Attitude Count Suit preference

DEFENSIVE CARDING

Standard: vs SUITS vs NT
Except

Upside-Down:
count
attitude

FIRST DISCARD

Lavinthal
Odd/Even

OTHER CARDING

Smith Echo
Trump Suit Pref.
Foster Echo

SPECIAL CARDING **PLEASE ASK**

NAMES Piotr Okonek Jan Szewczyk

GENERAL APPROACH

Polish club

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
3♣ minors
3♦ _____
3♥ 1354(1 heart)
3♠ 1354(1 spade)
5-card Major common
System on over _____
2♣ Stayman Puppet
2♦ Transfer to ♥ Forcing Stayman
2♥ Transfer to ♠ Smolen
2♠ invit or 6+club: _____
2NT 6+ diamonds _____
4♦, 4♥ Transfer
Lebensohl (____ denies)
Neg. Double : _____
Other: _____

2NT _____ to _____

Puppet Stayman
Transfer Responses:
Jacoby Texas
3♠ _____

3NT _____ to _____

Conventional NT Openings
2NT- minors _____
3NT- gambling _____

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: _____
1NT: Forcing Semi-forcing
2NT: Forcing Inv. _____ to _____
3NT: _____ to _____
Drury : Reverse 2-Way Fit
Other: _____

MINOR OPENING

Expected Min. Length 4 3 ^{NF} 0-2 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♣ _____ to _____
2NT Forcing Inv. _____ to _____
3NT: _____ to _____
Other: _____

DESCRIBE

RESPONSES/REBIDS

DESCRIBE	RESPONSES/REBIDS
2♣ 10 to 14 HCP Strong <input type="checkbox"/> Other <input type="checkbox"/> 2♦ Resp: Neg <input type="checkbox"/> Waiting <input checked="" type="checkbox"/> relay	
2♦ 0 to 10 HCP Natural: Weak <input checked="" 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♥ 0 to 10 HCP Natural: Weak <input checked="" 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♠ 0 to 10 HCP Natural: Weak <input checked="" 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: 2-Way NMF
Weak Jump Shifts: In Comp. Not in Comp.
4th Suit Forcing: 1 Rd. Game