

DOUBLES Negative ☒ Thru <u>44</u> Penalty ☐ Responsive ☒ Thru <u>40</u> Maximal ☒ Support ☐ Thru _____ Rdbl ☐ T/O Style _____ Other <u>SNAPDRAGON</u>		OVERCALLS 1-Lvl <u>7</u> to <u>4</u> Often 4 Cards ☐ 2-Lvl <u>10</u> to <u>4</u> Jump Overcalls: Wk ☒ Int ☐ Str ☐ Conv ☐ Responses New Suit: F ☐ NF Const ☒ NF ☐ Tfr ☐ Jump Raise: Wk ☒ Mixed ☐ Inv ☐ Cuebids: <u>JUMP Q = MIXED</u> Support ☒ Other _____		DIRECT CUEBIDS Vs: Art Quasi Nat Nat ♣♦ ♣♦ ♣♦ ♣♦ Michaels ☐ ☐ ☒ ☒ Natural ☐ ☐ ☐ ☐ Other ☐ ☐ ☐ ☐ Describe _____		PREEMPTS 3-Level Style (Seat/Vul) <u>STANDARD</u> Resp _____ 4-Level Style <u>STANDARD</u> Resp _____ <u>4♣/4♦</u> Tfr ☐ Other _____		SLAMS 4♣ Gerber: Directly Over NT ☒ Over NT Seq ☐ Non-NT Seq ☐ <u>1430 GERBER</u> 4NT: Blackwood ☐ RKC 0314 ☐ RKC 1430 ☒ Control Bids <u>1ST OR 2ND ROUND CONTROL</u> Vs Interference Other <u>EXCLUSION RKC: 8/1/1W/Q/2/2W/Q</u>		CARDING Suits NT ☒ Standard - Attitude ☒ ☒ Standard - Count ☒ ☐ Upside Down - Attitude ☐ ☐ Upside Down - Count ☐ Exceptions <u>UPSIDE DOWN ATT</u> Other Carding: <u>@TRICK ONE</u> Smith Echo: Suits ☐ NT ☒ Reverse ☐ Trump Signals <u>SUIT PREF</u>		SIGNALS Primary Signals to: Declarer's Lead Partner's Lead Attitude Count Suit Preference Exceptions <u>UPSIDE DOWN ATT</u> First Discard: Std ☒ Upside Down ☐ Lavinthal ☐ Odd/Even ☐ Other ☐		LEADS vs SUITS CIRCLE CARD LED (if not bold): Length Leads: 4 th ☐ 3 rd /5 th ☐ 3 rd /Low ☒ Attitude ☐ Small from xx ☐ ⊗x xx⊗ xx⊗x xxx⊗x Hx⊗ Hx⊗x Hxx⊗x After 1 st Trick <u>AS ABOVE</u> Honor Leads: <u>ACE ASKS UPSIDE DOWN ATT</u> AKx (+) Varies ☒ KING = COUNT KQx QJx JTx T9x Interior Seq: <u>MID HAND</u> KJ⊗x KT⊗x QT⊗x Exceptions <u>CODED 10/9</u>		LEADS vs NT CIRCLE CARD LED (if not bold): Length Leads: 4 th ☒ 3 rd /5 th ☐ 3 rd /Low ☐ Attitude ☒ 2 nd from xxxx(+) ☐ ⊗x ⊗xx ⊗xx ⊗xxx Hx⊗ Hxx⊗ Hxx⊗x After 1 st Trick <u>AS ABOVE</u> Honor Leads: <u>UPSIDE DOWN ACE = ATT</u> AKxx (+) Varies ☒ KING = COUNT KQJx KQT9 QJT9 JT9x Interior Seq: <u>MID HAND</u> AQJx AJ⊗x KT⊗x QT⊗x Exceptions <u>CODED 10/9</u>		OVERVIEW Names <u>NEIL CHAMBERS - DREW CANNELL</u> General Approach <u>2/1</u> Min Expected HCP when Balanced: Opening <u>12</u> Responding <u>5</u> Forcing Open: <u>1♣ 2♣ 3♣</u> Other _____ 1NT Open: Str ☒ Wk ☐ Variable ☐ Bids That May Require Preparation <u>MULTI 20</u>		MINORS 1♣ Min Length: 5 ☐ 4 ☐ 3 ☒ NF 2 ☐ (4432 only) ☐ NF 1 ☐ NF 0 ☒ Art F ☐ Resp <u>NATURAL</u> / <u>2M = STRONG</u> Transfer Resp ☐ 1♦ Min Length: 5 ☐ 4 ☐ 3 ☒ Unbal ☐ NF 2 ☐ NF 1 ☐ NF 0 ☒ Art F ☐ Resp <u>NATURAL</u> / <u>2M = STRONG</u> Same as over 1♣ ☐ 3♣ = INV.		MAJORS 1♥/♠ 1 st /2 nd Length: 4 ☐ 5 ☒ 3 rd /4 th Length: 4 ☒ 5 ☐ 1NT: F ☒ Semi-F ☐ Bypass ☐ Other <u>3X = NAT/INV.</u>		NOTRUMP 1NT <u>15+ to 18-</u> (Seat/Vul) _____ 1NT _____ to _____ (Same Resp: Y ☐ N ☐ 5-Card Major ☒ Sys On vs <u>DBLE 25/20</u> 2♣: Stayman ☒ Puppet ☐ Other ☐ 2♦: Nat ☐ Tfr ☒ Other _____ 2♥: Nat ☐ Tfr ☒ Other _____ 2♠: Nat ☐ Tfr ☒ Other <u>RANGE ASK</u> 2NT: Nat ☐ Tfr ☒ Other <u>5-5m/NF</u> Smolen ☒ Tfr: 4♣ 4♦ 4♥ 4♠ Dbl: Neg ☒ Pen ☐ Other _____ Lebensohl ☒ TRANSFER		2 LEVEL 2NT <u>23 to 24</u> Puppet ☒ 3♣ ☒ MINOR SUIT STAYMAN Conv ☐ Tfr: 3Lvl ☒ 4Lvl ☒ Neg Dbl ☐ Other <u>S.A. TEXAS</u> 3NT <u>15 to +</u> One Suit ☒ ACOL 3NT (STRONG) 2♣ <u>20 to +</u> STRONG Very Str ☐ Str ☐ Nat ☐ Conv ☒ 3X = TRANSFER Other <u>KOKISH</u> 2♦ <u>5 to 9</u> MULTI 20 / EITHER M Wk ☒ Int ☐ Str ☐ Conv ☐ Rebids over 2NT: <u>3♣ = MIN 3♦ = MAX</u> 2♥ <u>10 to 13</u> NATURAL Wk ☐ Int ☒ Str ☐ 2 Suits ☐ Rebids over 2NT: <u>3X = SHORT / 4X = NAT</u> 2♠ <u>10 to 13</u> NATURAL Wk ☐ Int ☒ Str ☐ 2 Suits ☐ Rebids over 2NT: <u>3X = SHORT / 4X = NAT</u> Jump Shift Resp <u>2 LEVEL = STRONG / 3 LEVEL = INV</u> Vs (Very) Str Open _____ NMF ☐ 2Way NMF ☒ XYZ ☒ 4 th SF: 1Rnd ☐ GF ☐ <u>UNUSUAL OVER UNUSUAL</u>	
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