

**SPECIAL DOUBLES**  
 After Overcall: Penalty  \_\_\_\_\_  
 Negative  thru 4♥  
 Responsive:  thru 3♠ Maximal   
 Support: Dbl  thru 2♥ Rdbl   
 Card-showing  Min. Offshape T/O

**SIMPLE OVERCALL**  
 1-level 7 to 17 HCP (usually)  
 Often 4 cards  Very light style   
**Responses**  
 New Suit: Forcing  NF Const  NF   
 Jump Raise: Forcing  Inv.  Weak   
 Jump Q = Mixed Raise

**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

**SLAM CONVENTIONS** Gerber  4NT: Blackwood  RKC  1430   
 Kickback 3014

vs. Interference: DOPI  DEPO  Level: 5/6 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 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		J 10 9 x	10 9 8 x

**Length Leads:**  
 4th Best vs Suits  vs NT   
 3rd/5th Best vs Suits  vs NT

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

**DEFENSIVE CARDING**  
 Standard:    
 Except  \_\_\_\_\_  
 Upside-Down Count    
 Upside-Down Attitude    
**FIRST DISCARD**  
 Lavinthal    
 Odd/Even    
**OTHER CARDING**  
 Smith Echo    
 Trump Suit Pref.    
 Foster Echo

**SPECIAL CARDING**  PLEASE ASK

**NAMES** Hank Youngerman / Randy Howard

**GENERAL APPROACH**  
 Weak NT 1st/2nd/3rd NV  
**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♣ Puppet Stayman	2NT <u>20</u> to <u>21</u>
<u>10</u> to <u>13</u>	3♦ minors GF	Puppet Stayman <input type="checkbox"/>
<u>15</u> to <u>17</u>	3♥ 3-1-(5/4) GF	<b>Transfer Responses:</b>
5-Card Major Common <input type="checkbox"/>	3♠ 1-3-(5/4) GF	Jacoby <input checked="" type="checkbox"/> Texas <input checked="" type="checkbox"/>
System On Overx, 2♣		3♠ mss _____
2♣ Stayman <input checked="" type="checkbox"/> Puppet <input type="checkbox"/>		
2♦ Transfer to ♥ <input checked="" type="checkbox"/>	4♦, 4♥ Transfer <input checked="" type="checkbox"/>	3NT ___ to ___
Forcing Stayman <input type="checkbox"/>	Smolen <input checked="" type="checkbox"/>	
2♥ Transfer to ♠ <input checked="" type="checkbox"/>	Lebensohl <input checked="" type="checkbox"/> (fast denies)	<b>Conventional NT Openings</b>
2♠ Size or ♣	Negative Double <input type="checkbox"/> _____	Gambling 3N _____
2NT Invite _____		

**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: Modified 2-way Drury

**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♣: 6 to 10  
 2NT: Forcing  Inv.  11 to 12  
 3NT: 13 to 15  
 Other: 1♦ with 4=4=3=2

**DESCRIBE**  
 2♣ \_\_\_ to \_\_\_ HCP Strong Artificial Forcing  
 Strong  Other  \_\_\_\_\_  
 2♦ Response: Neg  Waiting   
 2♦ 5 to 11 HCP  
 Natural: Weak  Intermediate  Strong  Conv   
 2♥ \_\_\_ to \_\_\_ HCP Same  
 Natural: Weak  Intermediate  Strong  Conv   
 2♠ \_\_\_ to \_\_\_ HCP Same  
 Natural: Weak  Intermediate  Strong  Conv

**RESPONSES/REBIDS**  
 Cheapest 3bid 2nd neg  
 Modified Ogust  
 2NT Force  New Suit NF   
 2NT Force  New Suit NF   
 2NT Force  New Suit NF

**OTHER CONV CALLS:** New Minor Forcing  2-Way NMF   
 Weak jump shifts: In Comp.  Not In Comp.   
 4th Suit Forcing: 1 Round  To Game