SPECIAL DOUBLES

After Overcall: Penalty☐ _____

Negative☑ thru 4S

Responsive☑ : thru 4S Maximal☑

Support: Dbl.☑ thru 2H Redbl☑

Card-showing☑ Min. Offshape T/O☐

SIMPLE OVERCALL

1 level 6+ 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 PREEMPTS

	Sound	Light	Very Light
3/4-bids	☑	☑	☐

Conv./Resp. _____

DIRECT CUEBID

OVER:	Minor	Major
Natural	☐	☐
Strong T/O	☐	☐
Michaels	☑	☑

Modified Michaels;Leaping Michaels

NOTRUMP OVERCALLS

Direct: 15 to 18 Systems on☑

Conv.☑ Sandwich BPH

Balancing: 11 to 14/17

Jump to 2NT: Minors☐ 2 Lowest☑

Conv.☐ _____

DEFENSE VS NOTRUMP

vs:	STRONG	WEAK
2♣	Majors	Majors
2♦	Multi	Multi
2♥	5H & Minor	5H & Minor
2♠	5S & Minor	5S & Minor
Dbl:	4 Major & 5+ Minor	PEN

Other 2NT/3NT = Minors

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 FSJ; Reverse Drury BPH; 2(M-1) = CONST BUPH

VS Opening Preempts Double Is

Takeout☑ thru 4S Penalty☐

Conv. Takeout: _____

Lebensohl 2NT Response☑

Other: _____

SLAM CONVENTIONS

Gerber☑: 4NT: Blackwood☑ RKC☑ 1430☐

MinorWood

vs Interference: DOPI☑ DEPO☑ Level: 4 & 5; 6 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:

	vs SUITS	vs NT
4th Best	☐	☐
3rd/5th Best	☑	☑
Attitude		☐

Primary signal to partner's leads

Attitude☑ Count☑ Suit preference☑

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	☐	☐

SPECIAL CARDING ☐ **PLEASE ASK**

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NAMES Pierre Daigneault & Boris Baran

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 14+ to 17

_____ to _____

5-card Major common☑

System on over DBL/2C

2♣ Stayman☑ Puppet☐

2♦ Transfer to ♥☑

Forcing Stayman☐

2♥ Transfer to ♠☑

2♠ Trans To C

2NT Trans To D

3♣ Puppet Stayman

3♦ 5-5 Minors, FG

3♥ SPL, 5-4 Minors

3♠ SPL, 5-4 Minors

4♦, 4♥ Transfer☑

Smolen☑

Lebensohl☑ (Fast denies)

Neg. Double☑: Thru 4S

Other: Baze, DONT Rescues

2NT 20 to 21

Puppet Stayman☑

Transfer Responses:

Jacoby☑ Texas☑

3♠ Relay to 3NT for Minor-Oriented Hands

3NT _____ to _____

Gambling

Conventional NT Openings

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: 1S - 3x = SPL; 1H - 3m = INV; 1H - 2S = unknown SPL

1NT: Forcing☑ Semi-forcing☐

2NT: Forcing☑ Inv.☐ _____ to _____

3NT: 15 to 17 33(34)

Drury☑: Reverse☑ 2-Way☑ Fit☑

Other: FSJ in COMP

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: FSJ in Comp

Frequently bypass 4+♦☑

1NT/1♣ 7 to 10

2NT Forcing☑ Inv.☐ 12 to 14

3NT: 15 to 17

Other 1D - 3C = INV, 1m - 2S= Mixed, 1m - 2H = 5S/4+H 4 - 9 HCP

	DESCRIBE	RESPONSES/REBIDS
2♣ _____ to _____ HCP; Strong☑ Other☐; 2♦ Resp: Neg☐ Waiting☐	0 or 1 Control	Controls; Kokish, Transfers
2♦ 11 to 16 HCP; Natural: Weak☐ Intermediate☐ Strong☐ Conv.☑	Flannery	2NT Force☑ New Suit NF☐
2♥ 5 to 10 HCP; Natural: Weak☑ Intermediate☐ Strong☐ Conv.☐		RONF; 2NT Force☑ New Suit NF☐
2♠ 5 to 10 HCP; Natural: Weak☑ Intermediate☐ Strong☐ Conv.☐		RONF; 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 Rd.☐ Game☑ _____

Rozenkranz; Snap-Dragon; 2-Way Check-Back after 1NT Re-Bid;

CRASH; After 2NT Re-Bid: 2C = Relay to 3D, 3D = Check-Back