Art: Artificial **Conv**: Conventional **F**: Forcing **GF**: Game force **Int**: Intermediate **Inv**: Invitational **Nat**: Natural **Pen**: Penalty **Wk**: Weak

DOUBLES

Negative [x] Thru all Penalty [ ]
Responsive [x] Thru ____ Maximal [x]
Support [x] Thru 2S non mandatory Rdbl [x]
T/O Style Aggressive and most Xs
Other ____

NT OVERCALLS

Direct 1NT: 15 to 18 Systems On [x]
Balance 1NT: 11 to 14:16 Systems On [x]
Conv [ ] ____
Jump to 2NT: 2 Lowest Unbid [x]
Other: ____

OVERCALLS

1 Lvl 7 to 17 often 4 cards [x]
2-Lvl ____ to ____
Jump Overcalls: Weak [x] Int [ ] Strong [ ]
Conv [ ] ____

Responses:
New Suit: F [x] NFConst [x] NF [ ] Tfr [ ]
Jump Raise: Weak [x] Mixed [ ] Inv [ ]
Cuebids: ____ Support [x]
Other: New suits nf NV

vs 1NT OPENING

	Versus: Strong	**Versus:** 14-16 or thi
Dbl	4M+Longer m	Pen
2♣	H+S	H+S
2♢	1 Majors	1 Major
2♡	H+minor	H+minor
2♠	S+minor	S+minor
2NT	Minors	Minors

Other X of trsf+stayman=values

DIRECT CUEBIDS

Versus:	Art ♣♢	Quasi ♣♢	Nat ♣♢	Nat ♡♠
Michaels	[ ]	[x]	[x]	[x]
Natural	[x]	[x]	[x]	[ ]
Other	[ ]	[ ]	[ ]	[ ]

Describe: 1C-2C nat

vs TAKEOUT DBL

New Suit Forcing: 2 Level [ ] Trf [x] 1M X
Jump Shift: Wk [ ] Inv [ ] F [ ] Fit [x]
Redouble: 10+ [x] Conv [ ] ____

2NT Over	Nat	Raise	Range
♣♢	[x]	[x]	____ to ____
♡♠	[x]	[x]	____ to ____

Other ____

PREEMPTS

3-Level Style (Seat/Vul) Fav very aggressive
Other vul normal
Response: Natural
4-Level Style Fav very aggressive
Response: ____
4♣/4♢ Transfer [ ] Other ____

vs PREEMPTS

2NT Overcall: Nat
T/O Dbl thru all Penalty [ ]
2NT Lebensohl Response [x] ____
Cuebid ____
Jump Overcalls Meckwell overcalls
Other ____

SLAMS

4C Gerber: Directly over NT [x] Over NT Seq [ ] Non-NT Seq [ ] ____
4NT: Blackwood [ ] RKC0314 [ ] RKC1430 [x] Kickback, after Q ask steps are NQ, Q, Low K or
Control Bids Nonserious 3NT
Vs Interference ____
Other Pre KC, 30-41 Exclusion

CARDING

Suit Contracts		NT Contracts
[ ]	Standard - Attitude	[ ]
[ ]	Standard - Count	[ ]
[x]	Upside Down - Attitude	[x]
[x]	Upside Down - Count	[x]

Exceptions Only card when needed

Other Carding:
Smith Echo: Suits [ ] NT [ ] Reverse [ ]
Suit Pref instead of smith
Trump Signals ____

SIGNALS

Primary Signals to:

Declarer's Lead		Partner's Lead
[ ]	Attitude	[x]
[ ]	Count	[ ]
[x]	Suit Preference	[ ]

Exceptions if can't beat dummies J, count
First Discard: Standard [ ] Upside Down [x]
Lavinthal [ ] Odd/Even [ ] Other [x]
Depends

LEADS vs SUITS

Circle Card Led (if not bold)
Length Leads: 4th [ ] 3rd/5th [ ] 3rd/Low [x]
Attitude [ ] Small from xx [ ]
xx xxx xxxx xxxxx
Hxx Hxxx Hxxxx
After 1st Trick Attitude, 3/5 in cash out
Honor Leads:
AKx(+) Varies [ ] K if want a ruff
KQx QJx JTx T9x
Interior Sequence:
KJTx KT9x QT9x
Exceptions ____

LEADS vs NT

Circle Card Led (if not bold)
Length Leads: 4th [x] 3rd/5th [ ] 3rd/Low [ ]
Attitude [ ] 2nd from xxxx(+) [x]
xx xxx xxxx xxxxx
Hxx Hxxx Hxxxx
After 1st Trick Attitude, 4th if doing count ca
Honor Leads:
AKxx(+) Varies [ ] ____
KQJx KQT9 QJTx JT9x
Interior Sequence:
AQJx AJTx KT9x QT9x
Exceptions ____

OVERVIEW

Names Finn-Ish
General Approach Aggressive 2/1
Min Expected HCP when Balanced: Opening: 10 Responding: 0
Forcing Open: 1♣ [ ] 2♣ [x] Other ____ 1NT Open: Str [x] Wk [ ] Variable [ ]
Bids that may require preparation ____

MINORS

1♣ Min Length: 5 [ ] 4 [ ] 3 [ ] NF2 [ ] (4432 Only) [x] NF1 [ ] NF0 [ ] Art F [ ]
Resp: 1m-2H=11-12 bal 2S=mix Transfer Resp [ ]
1♢ 4+ Bypass 5+ [ ] ____
1NT 4 to 10 **Single Raise:** NF [ ] Inv+ [x] GF [ ] **Jump Raise:** Wk [x] Mixed [ ] Inv [ ]
2NT 13 to 15 after overcall: Wk [ ] Mixed [x] Inv [ ]

1♦ Min Length: 5 [ ] 4 [x] 3 [ ] Unbal [ ] NF2 [ ] NF1 [ ] NF0 [ ] Art F [ ]
Resp: 1m-2H=11-12 bal 2S=mix Same as over 1♣ [x]
1NT 4 to 10 **Single Raise:** NF [ ] Inv+ [x] GF [ ] **Jump Raise:** Wk [x] Mixed [x] Inv [ ]
2NT 13 to 15 after overcall: Wk [x] Mixed [x] Inv [ ]

MAJORS

1♥/♠ Min Length: 1st/2nd Seat: 4 [ ] 5 [x]
3rd/4th Seat: 4 [x] 5 [x]
1NT: F [ ] Semi-F [x] Bypass 1♠ [ ]
Jump Raise: Weak [x] Mixed [x] Inv [ ]
after overcall: Weak [x] Mixed [x] Inv [ ]
Other 3M-1=Mix
1H-2S=6+S 4-9
Artificial Raises:
2NT [x] 3NT [ ] Splinter [x]
Other 3M+1=Mini Spl
Drury: 2♣ [x] 2♢ [ ] In Comp [ ] ____

NO TRUMP

1NT 14 to 16 (Seat/Vul 123nv)
5-Card Major [x] Sys on vs 2c,X,2NT
2♣ Stayman [x] Puppet [ ] Other [ ]
2♢: Nat [ ] Trf [x] Other ____
2♡: Nat [ ] Trf [x] Other ____
2♠: Nat [ ] Trf [ ] Other Range or C or D
2NT: Nat [ ] Trf [ ] Other Puppet
Smolen [x]
Dbl: Neg [x] ____ Pen [ ] Other ____

1NT 15 to 17 (Same Resp [x])

3♣	Inv+ D
3♢	Minors GF+
3♡	31(54)
3♠	13(54)

Other ____
4S=Light quant
Transfers: 4♣ [ ] 4♢ [x] 4♡ [x]
Lebensohl [x] Trsf le

2NT 19 to 20 Puppet [ ] 3♠ [x] ->3NT, 4m=om opt kc
Conv [ ] ____ Tfr: 3 Level [x] 4 Level [x] Neg Dbl [x] Other 4S=light quant

3NT ____ to ____ One Suit [ ] Gambling no AK outside

TWO LEVEL

2♣ 22+ to ____ ____ 2♢: Neg [ ] Waiting [x] 2♡: Neg [ ]
Steps [ ] ____
Very Str [x] Str [ ] Nat [ ] Conv [ ] ____ Other Kokish 3C-3H flip

2♦ 4 to 9 ____ New Suit NF [x]
Weak [x] Int [ ] Str [ ] Conv [ ] Rebids over 2NT Lower=better Other: New suits NF

2♥ 4 to 9 trsfs after X New Suit NF [x]
Weak [x] Int [ ] Str [ ] 2 Suits [ ] Rebids over 2NT Lower=better Other: New suits NF

2♠ 4 to 9 trsfs after x New Suit NF [x]
Weak [x] Int [ ] Str [ ] 2 Suits [ ] Rebids over 2NT Lower=better Other: New suits NF

OTHER

Jump Shift Resp Fit jump when not needed
Vs (Very) Str Open X=Majors NT= NMF [ ] 2-Way NMF [x] XYZ [x] **4thSF:** 1 Rnd [ ] Game [x]
XYZ after 1D-1H-1S only, DONT Runouts vs pen X of 1NT
1m-(1NT)-2C=Maj 1M-(1NT)-2m=that+oM