SPECIAL DOUBLES

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

SIMPLE OVERCALL

1-level 7 to up HCP (usually)
Often 4 cards ☑ Very light style ☐

Responses

New Suit: Forcing ☑ NFConst ☑ NF ☐
Jump Raise: Forcing ☐ Inv. ☐ Weak ☑
2/1 NF constr, JQ=mixed, 2N=nat

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	☑	☑

1c-2d = MM. short-d-2H/3D=MM

SLAM CONVENTIONS

Gerber ☐ 4NT: Blackwood ☐ RKC ☐ 1430 ☑
X=1/4 P=0/3. XX=to play. Excl when obvious, baby kc responses
preempt-4C (or 3C-4D) is baby keycard (0, 1, 1Q, 2, 2Q).
vs. Interference: DOPI ☐ DEPO ☑ Level: no kickbk/last train 3N=3N 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
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:

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

Primary signal to partner's leads

Attitude ☑ Count ☐ Suit Preference ☐

SPECIAL CARDING ☐ PLEASE ASK

NOTRUMP OVERCALLS

Direct: 15 to 18 Systems on ☑
Conv.
Balance: 11 to 16
Jump to 2NT: Minors ☐ 2 Lowest ☑
Conv.

DEFENSE VS NOTRUMP

vs:	strong	weak
2♣	MM	MM
2♦	1 Major	1 Major
2♥	H+ minor	H+minor
2♠	S+ minor	S+minor
Dbl	minor+ 4M	14+
Other:		

OVER OPP'S T/O DOUBLE

New Suit Forcing: 1-level ☑ 2-level ☐
Redouble implies no fit ☑

2NT Over	Limit +	Limit	Weak
Majors	☑	☐	☐
Minors	☑	☐	☐

Other: 2C=sound raise

VS OPENING PREEMPT DOUBLE IS

Takeout ☑ thru _____ Penalty ☐
Conv. Takeout: Leaping Michaels
Lebensohl 2NT Response ☑
Other: (2d)-3d=MM, -4m = corr M&C

DEFENSIVE CARDING

	vs Suits	vs NT
Standard:	☐	☐
Except ☐		
Upside-Down Count	☑	☑
Upside-Down Attitude	☑	☑

FIRST DISCARD

Lavinthal	☐	☐
Odd/Even	☐	☐
	☐	☐

OTHER CARDING

Smith Echo	☐	☑
Trump Suit Pref.	☑	
Foster Echo	☐	☐

NAMES Jeff Ferro / Franco Baseggio

GENERAL APPROACH

2/1 Walsh-style (2M rebid usually 6)
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	2NT 19+ to 21
14 to 16	3♦ Minors GF	Puppet Stayman ☐
15 to 17	3♥ Stiff	**Transfer Responses:**
5-Card Major Common ☑	3♠ Stiff	Jacoby ☑ Texas ☑
System On Over X, art 2C		3♠ ->3N then 4m opt kc
2♣ Stayman ☑ Puppet ☐	1N-2C-2R-2S = inv 5S	
2♦ Transfer to ♥ ☑	4♦, 4♥ Transfer ☑	3NT ___ to ___
Forcing Stayman ☐	Smolen ☑	Gambling
2♥ Transfer to ♠ ☑	Lebensohl ☑ (Dir denies)	**Conventional NT Openings**
2♠ Size or C	Negative Double ☑	
2NT Diamonds or mm		

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: 3c=mixed, 3d=limit.
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♣: 6 to 10
2NT: Forcing ☐ Inv. ☑ 11 to 12
3NT: 13 to 15
Other: 2M=weak or fit

DESCRIBE

2♣ 22+ to ___ HCP or 81/2
Strong ☑ Other ☐
2♦ Response: Neg ☐ Waiting ☑

2♦	4 to 10 HCP Could be 5 white
	Natural: Weak ☐ Intermediate ☐ Strong ☐ Conv ☐
2♥	4 to 10 HCP
	Natural: Weak ☑ Intermediate ☐ Strong ☐ Conv ☐
2♠	4 to 10 HCP
	Natural: Weak ☑ Intermediate ☐ Strong ☐ Conv ☐

RESPONSES/REBIDS

2c-2d-2h-2s-3c=H
Cheaper minor

Ogust. 2M NF white
2NT Force ☑ New Suit NF ☐
mccabe
2NT Force ☑ New Suit NF ☐
2NT Force ☑ New Suit NF ☐

OTHER CONV CALLS:

New Minor Forcing ☐ 2-Way NMF ☑ 2C->2D, then 3C=wk
Weak jump shifts: In Comp. ☑ Not In Comp. ☐ Fit jumps in comp BPH
4th Suit Forcing: 1 Round ☐ To Game ☐
Mathe/strong cl. Western Q. Sandwich NT
U/U: cheapest = lowest. leb/reverse. spiral.