

SPECIAL DOUBLES

After Overcall: **Penalty** _____
 Negative thru _____
 Responsive : thru _____ Maximal
Support: Dbl. thru _____ **Redbl**
 Card-showing Min. Offshape T/O

SIMPLE OVERCALL

1 level _____ to _____ HCP (usually)
 often 4 cards very light style

Responses

New Suit: Forcing NConst NF
 Jump Raise: Forcing Inv. Weak

JUMP OVERCALL

Strong **Intermediate** **Weak**

OPENING PREEMPTS

	Sound	Light	Very	Light
3/4-bids	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Conv./Resp.	_____			

DIRECT CUEBID

OVER: Minor Major

Natural	<input type="checkbox"/>	<input type="checkbox"/>
Strong T/O	<input type="checkbox"/>	<input type="checkbox"/>
Michaels	<input type="checkbox"/>	<input type="checkbox"/>

SLAM CONVENTIONS Gerber : 4NT: Blackwood RKC 1430

vs Interference: DOPI DEPO Level: _____ ROPI

LEADS (circle card led, if not in bold)

versus Suits

x x x x x **x**
 x x **x** x x x **x x**
 A K x **T** 9 x
 K Q x K **J** T x
 Q J x K **T** 9 x
 J T 9 Q **T** 9 x
 K Q T 9

versus Notrump

x x x x x x
 x x x x x x **x x**
 A K J x A Q J x
 A J T 9 A T 9 x
 K Q J x K Q T 9
 Q J T x Q T 9 x
 J T 9 x T 9 x x

LENGTH LEADS:

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

Primary signal to partner's leads

Attitude Count Suit preference

NOTRUMP OVERCALLS

Direct: _____ to _____ Systems on
Conv. _____
Balancing: _____ to _____
 Jump to 2NT: Minors 2Lowest
Conv. _____

DEFENSE VS NOTRUMP

vs: _____
 2♣ _____
 2♦ _____
 2♥ _____
 2♠ _____
Dbl: _____
Other: _____

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	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Minors	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Other	_____		

VS Opening Preempts Double Is

Takeout thru _____ **Penalty**
Conv. Takeout: _____
Lebensohl 2NT Response
Other: _____

NAMES

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 _____
 _____ to _____
 _____ to _____
 5-card Major common
 System on over _____
 2♣ Stayman Puppet
 2♦ **Transfer to ♥** **4♦, 4♥ Transfer**
 Forcing Stayman **Smolen**
 2♥ **Transfer to ♠** **Lebensohl** (____denies)
 2♠ _____ **Neg. Double** : _____
 2NT _____ **Other:** _____

2NT _____ to _____
 Puppet Stayman

Transfer Responses:

Jacoby **Texas**

3♠ _____

3NT _____ to _____

Conventional NT Openings

MAJOR OPENING

Expected Min. Length	4	5
1st/2nd	<input type="checkbox"/>	<input type="checkbox"/>
3rd/4th	<input type="checkbox"/>	<input type="checkbox"/>

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: _____

MINOR OPENING

Expected Min. Length	4	3	^{NF} 0-2	Conv.
1♣	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
1♦	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

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♣ _____ to _____

2NT Forcing Inv. _____ to _____

3NT: _____ to _____

Other: _____

DESCRIBE

RESPONSES/REBIDS

2♣ _____ to _____ HCP

Strong **Other**

2♦ Resp: **Neg** **Waiting**

2♦ _____ to _____ HCP

Natural: **Weak** **Intermediate** **Strong** **Conv.**

2NT Force **New Suit NF**

2♥ _____ to _____ HCP

Natural: **Weak** **Intermediate** **Strong** **Conv.**

2NT Force **New Suit NF**

2♠ _____ to _____ HCP

Natural: **Weak** **Intermediate** **Strong** **Conv.**

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** _____

SPECIAL CARDING

PLEASE ASK

When attention is called to an irregularity — CALL THE DIRECTOR.

BD # PAIRS	DLR AND VUL	BD # TEAMS	VS	CONTRACT & DECLARER	PLUS	MINUS	PTS EST.	PTS.	BD # PAIRS	DLR AND VUL	BD # TEAMS	VS	CONTRACT & DECLARER	PLUS	MINUS	PTS EST.	PTS.
1	N NONE								17	N NONE							
2	E N-S								18	E N-S							
3	S E-W								19	S E-W							
4	W BOTH								20	W BOTH							
5	N N-S								21	N N-S							
6	E E-W								22	E E-W							
7	S BOTH								23	S BOTH							
8	W NONE								24	W NONE							
9	N E-W								25	N E-W							
10	E BOTH								26	E BOTH							
11	S NONE								27	S NONE							
12	W N-S								28	W N-S							
13	N BOTH								29	N BOTH							
14	E NONE								30	E NONE							
15	S N-S								31	S N-S							
16	W E-W								32	W E-W							
20-PT. VP SCALE									30-PT. VP SCALE								
IMPs	VPs	IMPs	VPs	IMPs	VPs	IMPs	VPs		IMPs	VPs	IMPs	VPs		IMPs	VPs	IMPs	VPs
0	10-10	14-16	16-4	0	15-15	9-10	24-6		33	N NONE				34	E N-S		
1-2	11-9	17-19	17-3	1	18-12	11-13	25-5		35	S E-W				36	W BOTH		
3-4	12-8	20-23	18-2	2	19-11	14-16	26-4										
5-7	13-7	24-27	19-1	3	20-10	17-19	27-3										
8-10	14-6	28 +	20-0	4	21-9	20-23	28-2										
11-13	15-5			5-6	22-8	24-27	29-1										
				7-8	23-7	28 +	30-0										

*Always Disclose, Never Abuse,
Don't Intimidate, Practice Active Ethics*

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Diff. in Pts.	IMPs
20-40 1
50-80 2
90-120 3
130-160 4
170-210 5
220-260 6

INTERNATIONAL MATCHPOINT SCALE

Diff. in Pts.	IMPs
270-310 7
320-360 8
370-420 9
430-490 10
500-590 11
600-740 12

Diff. in Pts.	IMPs
750-890 13
900-1090 14
1100-1290 15
1300-1490 16
1500-1740 17
1750-1990 18

Diff. in Pts.	IMPs
2000-2240 19
2250-2490 20
2500-2990 21
3000-3490 22
3500-3990 23
4000 and up 24