

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 N/Const N/F
 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		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:

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

SPECIAL CARDING **PLEASE ASK**

NOTRUMP OVERCALLS

Direct: _____ to _____ Systems on
Conv. _____
Balancing: _____ to _____
 Jump to 2NT: Minors 2 Lowest
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 ♥** **Forcing Stayman**
 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	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** _____

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