SPECIAL DOUBLES

After Overcall: Penalty☐ _____
Negative■ thru 4H (1m 1H X 4+S)
Responsive■ : thru 4H Maximal■
Support: Dbl.■ thru 2M Redbl■
Card-showing☐ Min. Offshape T/O■
XX = 2 card support and values

SIMPLE OVERCALL

1 level 7 to 18 HCP (usually)
often 4 cards☐ very light style☐

Responses

New Suit: Forcing■ NFConst■ NF☐
Jump Raise: Forcing☐ Inv.☐ Weak■
2/1 NF Otherwise Forcing

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	☐	■

1m 2D Michaels

NOTRUMP OVERCALLS

Direct: 15 to 18 Systems on■
Conv.☐ Range Asking Stayman
Balancing: 11 to 14 (16)
Jump to 2NT: Minors☐ 2 Lowest■
Conv.☐ 2NT = max then 3C reask

DEFENSE VS NOTRUMP

vs:	Strong	Weak (13-15)
2♣	Majors	Majors
2♦	One Major	One Major
2♥	+ Minor	+ Minor
2♠	+ Minor	+ Minor

Dbl: 5minor 4MajorPenalty
Other Pen. vs third seat nv
Force until 2D, First X is T/O

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 2S MR, Trsfs 1M X 1NT-2M-

VS Opening Preempts Double Is

Takeout■ thru 4H Penalty☐
Conv. Takeout: _____
Lebensohl 2NT Response■
Other: Meckwell Overcalls

SLAM CONVENTIONS

Gerber☐: 4NT: Blackwood☐ RKC☐ 1430■
Kickback, Non-Serious 3NT, Preempt KC 01122, Exclusion 3014
Last Train, D1P2, R1P2 until 5T-2, DEPO 5T-1 and above
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
(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	☐	☐

Rusinow vs NT, King is Count or Unblock
During Hand: A asks for attitude towards K

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	☐	☐
UD	■	■

OTHER CARDING

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

SPECIAL CARDING ☐ PLEASE ASK

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NAMES Jacob Freeman and Finn Kolesnik

GENERAL APPROACH

Online NABC KO Convention Card
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
15 to 17
14 123 to 16Invu
5-card Major common■
System on over 2C, X, 2NT
2♣ Stayman■ Puppet☐
2♦ Transfer to ♥■
Forcing Stayman☐
2♥ Transfer to ♠■
2♠ Range or Clubs
2NT ♦ or min weak

3♣ Puppet
3♦ 55 minors GF
3♥ 31(54)
3♠ 13(54)
4S Slam Interest (2254)
4♦, 4♥ Transfer■
Smolen■ 3 Level
Lebensohl■ (____denies)
Neg. Double■: 2 & 3
Other: DONT Runouts

2NT 20 to 21
Puppet Stayman☐
Transfer Responses:
Jacoby■ Texas■
3♠ Relay to 3NT

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: 3D MR 3M+1 9-11 SPLT, Full SPL 12-14
1NT: Forcing■ Semi-forcing■ BPH
2NT: Forcing☐ Inv.☐ LR+ to_____
3NT: _____to_____
Drury■: Reverse☐ 2-Way☐ Fit☐
Other: Light Drury 3+, 2NT Club Fit Jump 3C Natural Invitational

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: 2S MR
Frequently bypass 4+♦ ☐
1NT/1♣ 8 to 10
2NT Forcing■ Inv.☐ 13 (18 to 15 (19
3NT: 16 to 17
Other 2H Inv. Bal 1m 1H 1S F1

	DESCRIBE	RESPONSES/REBIDS
2♣ 21 to + HCP Strong■ Other ☐ 2♦ Resp: Neg☐ Waiting■	Flip Flop Kokish	3M = 4M 5+D GF X = Neg P = GF
2♦ 5 to 10 HCP Natural: Weak■ Intermediate☐ Strong☐ Conv.☐	Feature Vul	5 Card Ogust NV 2NT Force■ New Suit NF☐
2♥ 5 to 10 HCP Natural: Weak■ Intermediate☐ Strong☐ Conv.☐	Transfer Starting at 2NT to 3M-1	2NT Force■ New Suit NF☐
2♠ 5 to 10 HCP Natural: Weak■ Intermediate☐ Strong☐ Conv.☐	2X P 2M P 2NT	Good Raise 2NT Force■ New Suit NF☐

OTHER CONV. CALLS: New Minor Forcing:☐ 2-Way NMF■ NMF BPH
Weak Jump Shifts: In Comp.☐ Not in Comp. ☐ 2C-2D-2NT --> 3C, FSJS in comp
4th Suit Forcing: 1 Rd.☐ Game■ Invite JS not in Comp,, Unusual vs Unusual
Wolff after 1m opening, Transfers over 1M opening, 1M 2C 2D Waiting
1M 2X 2M 6+ Cards, Good/Bad 2NT Often, Fourth Suit or 2NT Negative /rev.
1X 1M 2M 2M+1 Spiral 1M 2M 2M+1 Random GT, Others SSGT