

DBLS	Negative ☒ Thru 4♥ Penalty ☐	Direct: 15 to 18 SysOn ☒
	Responsive ☒ Thru 4♥ Maximal ☒	Balance: 11 to 14(16) SysOn ☒
T/O	Support: ☒ Thru 2♣ Redbl ☒	Conv ☒ 2♣ size ask/1NT/(1M); DONT Runouts
	T/O Style Often T/O thru 2♣ in comp	Jump to 2NT: 2 Lowest Unbid ☒
Other	Lebensohl/2-level support Xs	Other Xfrs at 3♣+/2NT (Q=Staymn)
	1 Level 8 to often 4 cards ☐	vs: Strong vs: Weak
2 Level 12 to	Jump Overcalls: Wk ☒ Int ☒ Str ☐	DBL: 5+m-4M DBL: Cards
	Conv ☐ *Int. at unfav. vul.	2♣ Majors 2♣ Majors
Responses	New Suit: F ☒ NFConst ☒ NF ☐ Tfr ☐	2♦ One M 2♦ ♥
	Jump Raise: Weak ☒ Mixed ☐ Inv ☐	2♥ 5♥-4+m 2♥ ♠
Cuebids 3-card LR in comp Support ☐	Other NF opp. 1-lvl; Jump Q=mixed; Tfr/x/1M	2♠ 5♠-4+m 2♠ 4♠-5+m
		2NT Minors 2NT 4♥-5+m
Vs:	Art Quasi Nat Nat	Other
	♣♦♣♦♣♦♥♥	New Suit F: 2 lvl ☐ Tfr ☒ at 1NT+/1M
Michaels ☐ ☐ ☒ ☒	Natural ☐ ☒ ☒ ☐	Jump Shift: Wk ☒ Inv ☐ F ☐ Fit ☒
	Other ☐ ☐ ☐ ☐	Rdbl: 10+ ☒ Conv ☐
Describe Mchls: 2♥(3♦)/Q1♦, 2♦/1♠		2NT Over Nat Raise Range
		♣♦ ☐ ☒ Weak
3-Level Style (Seat/Vul) Traditional	Looser at fav.	♥♠ ☐ ☒ Limit +
	Resp 4♣(4♦/3♣) = Modified RKC	Other 3M-1=Mixed; spls+SPLs; PH 2 Drury
4-Level Style See 3-Level Style	Resp 4♦/4♣ = Modified RKC	2NT Overcall 15-18, Xfrs at 3♣+ (3♦=oM)
	4♣/4♦ Tfr ☐ Other	T/O Dbl Thru 4♥ Penalty ☐
4♣ Gerber: Directly over NT ☒ Over NT Seq ☐ Non-NT Seq ☐	4NT: Blackwood ☐ RKC 0314 ☒ RKC 1430 ☐ Redwood + reraise in minors*	2NT Lebensohl Resp ☒ FastQ denies
	Control Bids *Kickback for ♥s	Cuebid Michaels; Jump Q = ♣♦ST
Vs Interference DOPI if 2+Q<5x+1, DEPO above	Other Non-serious 3NT; Baze after 2M/Stayman (4♣ bal, 4♦ RKC)	Jump Overcalls 4♣ = mm, 4♦ = oMST
		Other
Suits NT	Primary Signals to:	
	☐ Standard - Attitude ☐	Declarer's Lead Partner's Lead
☐ Standard - Count ☐	☐ Attitude ☒	
	☒ Upside Down - Attitude ☒	☐ Count ☐
☒ Upside Down - Count ☒	☐ Suit Preference ☐	
	Exceptions: Standard on trick 1 K lead	Exceptions Suit pref/cash vs. dummy's x
Other Carding: Standard current count	First Discard: Std ☐ Upside Down ☐	
	Smith Echo: Suits ☐ NT ☒ Reverse ☐	Lavinthal ☐ Odd/Even ☒ Other ☐
Trump Signals		
CIRCLE CARD LED (if not bold):	CIRCLE CARD LED (if not bold):	
	Length Leads: 4 th ☐ 3 rd /5 th ☐ 3 rd /Low ☒	Length Leads: 4 th ☒ 3 rd /5 th ☐ 3 rd /Low ☐
Attitude ☐ Small from xx ☐	Attitude ☐ 2 nd from xxxx(+) ☒	
	x x x x x x x x x x x x	x x x x x x x x x x x x
H x ☐ H x ☐ H x x x ☐	H x ☐ H x x ☐ H x x ☐ x	
	After 1 st Trick: Attitude, but count if nec.	After 1 st Trick: Attitude, count (3/5) if nec.
Honor Leads:	A ☒ x (+) Varies ☐	A ☒ K J x (+) Varies ☐
	K Q x Q J x J T x T 9 x	K Q J x K Q T 9 Q J T x J T 9 x
Interior Seq:	K J T x K T 9 x Q T 9 x	A Q J x A J T 9 A T 9 x Q T 9 x
	Exceptions:	Exceptions:

Names Mark Lair - Ron Gerard	
General Approach: 2/1 GF	
Min Expected HCP when Balanced: Opening 12 Responding 5	
Forcing Open: 1♣ ☐ 2♣ ☒ Other ☐ 1NT Open: Str ☐ Wk ☐ Variable ☐	
Bids That May Require Preparation Opening 3NT; 2♠/1M	
1♣	Min Length: 5 ☐ 4 ☐ 3 ☒ NF2 ☐ (4432 only ☐ NF1 ☐ NF0 ☐ Art F ☐
	Resp (UPH) 2♦=5♠4♥; 2♥=11-12, bal; 2♠=LR; Jump rev.=3/5 SPL Transfer Resp ☐
Cheaper of 4th suit or 2NT = slowdown/rev.; Spiral after 1♣-1M-2M; XX/P-P-X = rescue	
Raises	
1♦ Good 6 vs. bad 4M Bypass 5+ ☒ Single: NF ☐ Inv+ ☐ GF ☒	
1NT Decent 7 to 10 Jump: Wk ☐ Mixed ☒ Inv ☐	
2NT 13(18) to 15(19) After Overcall: Wk ☐ Mixed ☒ Inv ☐	
1♦	Min Length: 5 ☐ 4 ☐ 3 ☒ Unbal ☐ NF2 ☐ NF1 ☐ NF0 ☐ Art F ☐
	Resp 3♠ invitational Same as over 1♣ ☒
XX/P-P-X not rescue; PH JS = fit (also over 1♣); Cappelletti/1NT o'call (also over 1♣)	
Raises	
1NT 6 to 10 Single: NF ☐ Inv+ ☐ GF ☒	
2NT 13(18) to 15(19) Jump: Wk ☐ Mixed ☒ Inv ☐	
After Overcall: Wk ☐ Mixed ☒ Inv ☐	
1♥/♠	Art Raises: 2NT ☒ 3NT ☒ Splinter ☒
	Other 1♥-2♠ = 3-card LR; 3M+1 = miniSPL
Drury 2♣ ☒ 2♦ ☒ In Comp ☒	
Jump Raise: Weak ☐ Mixed ☒ Inv ☐	
After Overcall: Weak ☐ Mixed ☒ Inv ☐	
BART/1M-1NT-2♣; 1♠-1NT-2♥-[(2NT-3♣) or (3♣)]=AF; 2M+1 after raise=art.GT; 2NT BPH=mm	
1NT	14+* to 17 (Seat/Vul 15*(1/4)) 1NT to (Same Resp: Y ☐ N ☐)
	5-Card Major ☒ Sys On vs 2♣, art. X 3♣ Puppet
2♣: Stayman ☒ Puppet ☐ Other ☐ 3♦ 5-5 minors GF	
2♦: Nat ☐ Tfr ☒ Other 3♣ accept 3♥ 3-1-(5-4) or 4-1-4-4	
2♥: Nat ☐ Tfr ☒ Other 3♣ accept 3♠ 1-3-(5-4)	
2♠: Nat ☐ Tfr ☐ Other Range or ♣s Other 1NT-2♦-2♥-2♠ = 5♥, any 5 inv**	
2NT: Nat ☐ Tfr ☒ Other ♦ or weak m's 1NT-2♥-2♠-3♥ forces 3♠ to show bal or SPL	
Smolen ☒ Tfr: 4♣ ☐ 4♦ ☒ 4♥ ☒	
Dbl: Neg ☒ thru 4♦ Pen ☐ Other DONT Runouts Lebensohl ☒ Xfr; Fast=no	
2NT 20 to 21 Puppet ☐ 3♠ ☒ 3NT-one or both m's (bid other)	
Conv ☐ Tfr: 3 Lvl ☒ 4 Lvl ☒ Neg Dbl ☐ Other Smolen	
3NT to One suit ☒ Nude Gambling	
2♣ 22+ to if balanced 2♦ Waiting ☒	
Very Str ☒ Str ☐ Nat ☐ Conv ☐ Steps ☐ 2♥ Neg ☒	
Other Kokish w/ ♣/♥ invert	
2♦	5 to 11 New Suit NF ☐
	Wk ☒ Int ☐ Str ☐ Conv ☒ Rebids over 2NT Feature if max Other Mod RKC
2♥	5 to 11 Tfrs at 2NT+/Dbl New Suit NF ☐
	Wk ☒ Int ☐ Str ☐ 2 Suits ☐ Rebids over 2NT Feature if max Other Mod RKC
2♠	5 to 11 Tfrs at 2NT+/Dbl New Suit NF ☐
	Wk ☒ Int ☐ Str ☐ 2 Suits ☐ Rebids over 2NT Feature if max Other Mod RKC
Jump Shift Resp See 1m, 1♥ at 2-level; Inv. at 3-level; Wk (FS) in comp.	
Vs (Very)Str Open NMF ☐ 2Way NMF ☒ XYZ ☐ 4 th SF: 1Rnd ☒ GF ☒	
1♠ = 4thSF1rd; 2♠ NMF BPH (1x-1M); 2♠/1M = 2+; U vs. U (lower = NF oM, Dbl = 4oM)	
Wolff signoff/1x-1y-2NT; 2NT = 4-card LR in comp; **or 5♠-5♥ GF+ or bal or maxiSPL	