

PARTNERSHIP AGREEMENTS LIST
NATURAL SYSTEM
DESIGNED BY ABBY CHIU

Partnership: _____ & _____

General Approach

- | | | | |
|---|-----------------------------------|--|-----------------------------------|
| <input type="checkbox"/> Standard American Yellow Card (SAYC) | <input type="checkbox"/> Standard | <input type="checkbox"/> Prepared club | <input type="checkbox"/> Modified |
| <input type="checkbox"/> Two-over-one Game Force | <input type="checkbox"/> Always | <input type="checkbox"/> Except re-bid | <input type="checkbox"/> Modified |

Opening Bids

- 1♣ = at least _____ cards 1♦ = at least _____ cards Re-bid 1NT = _____ to _____ HCP and 2NT = _____ to _____ HCP
 1♥/♠ = at least _____ cards, may be shorter at _____ seat Re-bid 1NT = _____ to _____ HCP and 2NT = _____ to _____ HCP
 1NT = _____ to _____ HCP with maximum _____-card major / _____-card minor May be 5422 (any) hand Artificial
 2♣ = _____ HCP+ or less with shape Re-bid 2NT = _____ to _____ HCP and 3NT = _____ to _____ HCP
 2♦ = Multi-2♦ (Preempt in hearts / spades / _____ to _____ HCP balanced / _____ to _____ HCP with _____ hand)
 Preempt in diamonds Preempt in hearts _____ to _____ HCP, Flannery Other: _____
 2♥ = Preempt in hearts Preempt in hearts and _____, at least _____-_____ in length Other: _____
 2♠ = Preempt in spades Preempt in spades and a minor, at least _____-_____ in length Other: _____
 2NT = _____ to _____ HCP with maximum _____-card major / _____-card minor May be 5422 (any) hand Artificial
 3-level = Preemptive Strong Strong only for minor Other: _____
 3NT = _____ to _____ HCP with maximum _____-card major / _____-card minor May be 5422 (any) hand Gambling

Remarks: _____

Preemptive Style

- | | | | | |
|---------------------|--|---|---|---------------------------------------|
| Length in two-level | <input type="checkbox"/> Rarely five cards | <input type="checkbox"/> Sometimes five cards | <input type="checkbox"/> Promised six cards | <input type="checkbox"/> Other: _____ |
| Strength in general | <input type="checkbox"/> Light | <input type="checkbox"/> Sound | <input type="checkbox"/> Concentrated | <input type="checkbox"/> Other: _____ |

One Minor Development

- | | | | | |
|---------------------|--------------------------------------|--|--|---------------------------------------|
| Two-level support | <input type="checkbox"/> Non-forcing | <input type="checkbox"/> Forcing one round | <input type="checkbox"/> Game force | <input type="checkbox"/> Other: _____ |
| ⇒ Response | <input type="checkbox"/> Shortage | <input type="checkbox"/> Length | <input type="checkbox"/> Strength | <input type="checkbox"/> Other: _____ |
| 1♦ – 2♣ | <input type="checkbox"/> Non-forcing | <input type="checkbox"/> Forcing one round | <input type="checkbox"/> Game force | <input type="checkbox"/> Other: _____ |
| 2-level major | <input type="checkbox"/> Preemptive | <input type="checkbox"/> Sound sign-off | <input type="checkbox"/> Strong jump shift | <input type="checkbox"/> Other: _____ |
| Three-level support | <input type="checkbox"/> Preemptive | <input type="checkbox"/> Invitational | <input type="checkbox"/> Game force | <input type="checkbox"/> Other: _____ |
| 1♦ – 3♣ | <input type="checkbox"/> Preemptive | <input type="checkbox"/> Invitational | <input type="checkbox"/> Strong jump shift | <input type="checkbox"/> Other: _____ |

Remarks: _____

One Major Development

- | | | | | |
|------------------------|--|---|--|---------------------------------------|
| 1♥ – 1♠ | <input type="checkbox"/> At least four cards | <input type="checkbox"/> At least five cards | <input type="checkbox"/> Forcing one-spades | <input type="checkbox"/> Other: _____ |
| One notrump | <input type="checkbox"/> Non-forcing | <input type="checkbox"/> Forcing one round | <input type="checkbox"/> At least _____ spades | <input type="checkbox"/> Other: _____ |
| Two-over-one | <input type="checkbox"/> Non-forcing | <input type="checkbox"/> Almost game force | <input type="checkbox"/> Always game force | <input type="checkbox"/> Other: _____ |
| | | ⇒ Catch-all = _____ | ⇒ Catch-all = _____ | ⇒ Catch-all = _____ |
| Two-level support | <input type="checkbox"/> Constructive raise | <input type="checkbox"/> Sound | <input type="checkbox"/> May be light | <input type="checkbox"/> Other: _____ |
| ⇒ Response | <input type="checkbox"/> Shortage | <input type="checkbox"/> Second / helped suit | <input type="checkbox"/> Two-way game try | <input type="checkbox"/> Other: _____ |
| Two notrump | <input type="checkbox"/> Jacoby 2NT | <input type="checkbox"/> Natural invitation | <input type="checkbox"/> Limit raise or better | <input type="checkbox"/> Other: _____ |
| ⇒ Response | <input type="checkbox"/> Shortage | <input type="checkbox"/> Second / helped suit | <input type="checkbox"/> Direct cue-bid | <input type="checkbox"/> Other: _____ |
| Three-minor | <input type="checkbox"/> Bergen Raise | <input type="checkbox"/> Strong jump-shift | <input type="checkbox"/> Artificial raise | <input type="checkbox"/> Other: _____ |
| Three-level support | <input type="checkbox"/> Preemptive | <input type="checkbox"/> Invitational | <input type="checkbox"/> Game force | <input type="checkbox"/> Other: _____ |
| Three notrump | <input type="checkbox"/> Swiss 3NT | <input type="checkbox"/> Natural sign-off | <input type="checkbox"/> Artificial raise | <input type="checkbox"/> Other: _____ |
| Passed two-level minor | <input type="checkbox"/> Drury | <input type="checkbox"/> Non-forcing | <input type="checkbox"/> Invitational | <input type="checkbox"/> Other: _____ |

Remarks: _____

One Notrump Development

- | | | | | |
|-----------------------|--|---|--|---------------------------------------|
| General Approach | <input type="checkbox"/> Standard | <input type="checkbox"/> Puppet Stayman | <input type="checkbox"/> Four-way transfer | <input type="checkbox"/> Other: _____ |
| Stayman | <input type="checkbox"/> Standard | <input type="checkbox"/> Puppet | <input type="checkbox"/> Two-way | <input type="checkbox"/> Other: _____ |
| Transfer | <input type="checkbox"/> Jacoby only | <input type="checkbox"/> Texas only | <input type="checkbox"/> Both available | <input type="checkbox"/> Other: _____ |
| Minor-suit Stayman | <input type="checkbox"/> Off | <input type="checkbox"/> Standard | <input type="checkbox"/> May be diamonds | <input type="checkbox"/> Other: _____ |
| Two notrump | <input type="checkbox"/> Invitational | <input type="checkbox"/> Transfer to 3♣ | <input type="checkbox"/> Artificial | <input type="checkbox"/> Other: _____ |
| Three-level suit bids | <input type="checkbox"/> Non-forcing | <input type="checkbox"/> Invitational | <input type="checkbox"/> Game force | <input type="checkbox"/> Other: _____ |
| Gerber | <input type="checkbox"/> Off <input type="checkbox"/> On | | | |

Remarks: _____

Doubles and Redoubles

- Take-out double Off On, up to _____
- Negative double Off On, up to _____
- Responsive double Off On, up to _____
- Support double Off On, up to _____
- General concept DOP1 D1P0

- Maximal double Off On, up to _____
- Lead directing double Off On, up to _____
- Snapdragon double Off On, up to _____
- Lightner double Off On, up to _____
- One-level redouble Support Strength

Remarks: _____

Opening Leads versus Notrump

- Forth best Third or fifth best
- Forth best Third or fifth best for partner's suit
- Top of internal sequence Zero or two
- A from AK K from AK A for count, K for attitude
- MUD Top from xxx Smallest from xxx
- Top of nothing

Opening Leads versus Trump

- Forth best Third or fifth best
- Forth best Third or fifth best for partner's suit
- Top of internal sequence Zero or two
- A from AK K from AK A for count, K for attitude
- MUD Top from xxx Smallest from xxx
- Top of nothing

Remarks: _____

Signals and Cardings

- | | | | |
|-----------------|-----------------------------------|-----------------------------------|---------------------------------------|
| Attitude | <input type="checkbox"/> Standard | <input type="checkbox"/> Reverse | <input type="checkbox"/> Other: _____ |
| Initial count | <input type="checkbox"/> Standard | <input type="checkbox"/> Reverse | <input type="checkbox"/> Other: _____ |
| Remaining count | <input type="checkbox"/> Standard | <input type="checkbox"/> Reverse | <input type="checkbox"/> Other: _____ |
| Suit preference | <input type="checkbox"/> Standard | <input type="checkbox"/> Reverse | <input type="checkbox"/> Other: _____ |
| Discard | <input type="checkbox"/> Standard | <input type="checkbox"/> UDCA | <input type="checkbox"/> Lavinthal |
| Smith Echo | <input type="checkbox"/> Standard | <input type="checkbox"/> Reverse | <input type="checkbox"/> Two-way |
| Obvious Shift | <input type="checkbox"/> Standard | <input type="checkbox"/> Modified | <input type="checkbox"/> Trump only |

Remarks: _____

Supplementary Notes