

<p><b>SPECIAL DOUBLES</b>          After Overcall: <b>Penalty</b> <input checked="" type="checkbox"/> <b>after 1nt</b> <input type="checkbox"/>          Negative <input checked="" type="checkbox"/> thru _____          Responsive: <input type="checkbox"/> thru _____ Maximal <input type="checkbox"/>          Support: <b>Dbf</b> <input type="checkbox"/> thru _____ <b>Rdbl</b> <input type="checkbox"/>          Card-showing <input type="checkbox"/> Min. Offshape T/O <input type="checkbox"/></p> <p><b>SIMPLE OVERCALL</b>          1-level <b>7</b> to <b>16</b> HCP (usually)          Often 4 cards <input type="checkbox"/> Very light style <input type="checkbox"/>  <b>Responses</b>          New Suit: Forcing <input type="checkbox"/> NFConst <input checked="" type="checkbox"/> NF <input type="checkbox"/>          Jump Raise: Forcing <input type="checkbox"/> Inv. <input type="checkbox"/> Weak <input checked="" type="checkbox"/></p> <p><b>JUMP OVERCALL</b>          Strong <input type="checkbox"/> Intermediate <input type="checkbox"/> Weak <input checked="" type="checkbox"/></p> <p><b>OPENING PREEMPTS</b>          Sound <input checked="" type="checkbox"/> Light <input checked="" type="checkbox"/> Very Light <input type="checkbox"/>          3/4-bids          Conv./Resp. _____</p> <p><b>DIRECT CUEBID</b>          Over: Minor <input type="checkbox"/> Major <input type="checkbox"/>          Natural <input type="checkbox"/>          Strong T/O <input type="checkbox"/>          Michaels <input checked="" type="checkbox"/> <input checked="" type="checkbox"/></p> <p><b>SLAM CONVENTIONS</b> Gerber <input type="checkbox"/> 4NT: Blackwood <input checked="" type="checkbox"/> RKC <input type="checkbox"/> 1430 <input checked="" type="checkbox"/></p> <p>vs. Interference: DOPI <input checked="" type="checkbox"/> DEPO <input type="checkbox"/> Level: _____ ROPI <input checked="" type="checkbox"/></p> <p><b>LEADS</b> (click card led, if not in bold)          versus Suits versus Notrump  <table style="font-size: small;"> <tr><td><b>X</b> x</td><td>x x <b>X</b> x</td><td><b>X</b> x</td><td><b>X</b> x x <b>X</b></td></tr> <tr><td><b>X</b> x <b>X</b></td><td>x x x <b>X</b></td><td><b>X</b> x x</td><td>x x x <b>X</b> x</td></tr> <tr><td><b>A</b> K x</td><td><b>10</b> 9 x</td><td><b>A</b> K J x</td><td><b>A</b> Q J x</td></tr> <tr><td><b>K</b> Q x</td><td><b>K</b> J 10 x</td><td><b>A</b> J 10 9</td><td><b>A</b> <b>10</b> 9 8</td></tr> <tr><td><b>Q</b> J x</td><td><b>K</b> <b>10</b> 9 x</td><td><b>K</b> Q J x</td><td><b>K</b> Q 10 9</td></tr> <tr><td><b>J</b> 10 x</td><td><b>Q</b> <b>10</b> 9 x</td><td><b>Q</b> J 10 x</td><td><b>Q</b> <b>10</b> 9 8</td></tr> <tr><td><b>K</b> Q 10 9</td><td></td><td><b>J</b> 10 9 x</td><td><b>10</b> 9 8 x</td></tr> </table> <b>Length Leads:</b>          4th Best vs Suits <input type="checkbox"/> vs NT <input checked="" type="checkbox"/>          3rd/5th Best vs Suits <input checked="" type="checkbox"/> vs NT <input type="checkbox"/>          Attitude vs NT <input type="checkbox"/></p> <p><b>Primary signal to partner's leads</b>          Attitude <input checked="" type="checkbox"/> Count <input type="checkbox"/> Suit Preference <input type="checkbox"/></p>	<b>X</b> x	x x <b>X</b> x	<b>X</b> x	<b>X</b> x x <b>X</b>	<b>X</b> x <b>X</b>	x x x <b>X</b>	<b>X</b> x x	x x x <b>X</b> x	<b>A</b> K x	<b>10</b> 9 x	<b>A</b> K J x	<b>A</b> Q J x	<b>K</b> Q x	<b>K</b> J 10 x	<b>A</b> J 10 9	<b>A</b> <b>10</b> 9 8	<b>Q</b> J x	<b>K</b> <b>10</b> 9 x	<b>K</b> Q J x	<b>K</b> Q 10 9	<b>J</b> 10 x	<b>Q</b> <b>10</b> 9 x	<b>Q</b> J 10 x	<b>Q</b> <b>10</b> 9 8	<b>K</b> Q 10 9		<b>J</b> 10 9 x	<b>10</b> 9 8 x	<p><b>NOTRUMP OVERCALLS</b>          Direct: <b>14</b> to <b>18</b> Systems on <input checked="" type="checkbox"/>          Conv: _____          Balance: <b>10</b> to <b>14</b>          Jump to 2NT: Minors <input type="checkbox"/> 2 Lowest <input checked="" type="checkbox"/>          Conv: _____</p> <p><b>DEFENSE VS NOTRUMP</b>          vs:          2♠majors, min5-4 _____          2♠6+crd on 1suit _____          2♥5+h, 4+minor _____          2♠5+sp, 4+minor _____          Dblpenalty, 15+p _____          Other: _____</p> <p><b>OVER OPP'S T/O DOUBLE</b>          New Suit Forcing: 1-level <input checked="" type="checkbox"/> 2-level <input checked="" type="checkbox"/>          Redouble implies no fit <input type="checkbox"/>          2NT Over Limit + Limit Weak          Majors <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>          Minors <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>          Other: _____</p> <p><b>VS OPENING PREEMPT DOUBLE IS</b>          Takeout <input checked="" type="checkbox"/> thru _____ Penalty <input type="checkbox"/>          Conv. Takeout: _____          Lebensohl 2NT Response <input checked="" type="checkbox"/>          Other: _____</p>	<p><b>NAMES</b> Ugur Canpolat - Onur Ozenir CC</p> <p><b>GENERAL APPROACH</b>          Two Over One: Game Forcing <input checked="" type="checkbox"/> Game Forcing Except When Suit Rebid          VERY LIGHT: Openings <input type="checkbox"/> 3rd Hand <input checked="" type="checkbox"/> Overcalls <input checked="" type="checkbox"/> Preempts <input checked="" type="checkbox"/>          FORCING OPENING: 1♦ <input type="checkbox"/> 2♠ <input checked="" type="checkbox"/> Natural 2 Bids <input type="checkbox"/> Other <input type="checkbox"/></p> <p><b>NOTRUMP OPENING BIDS</b></p> <table style="font-size: small;"> <tr><td>1NT</td><td>3♣6+card, invite</td></tr> <tr><td>15 to 18</td><td>3♣6+card, invite</td></tr> <tr><td>_____ to _____</td><td>3♥5+cl-4+d, minors</td></tr> <tr><td>5-Card Major Common <input checked="" type="checkbox"/></td><td>3♠5+d-4+cl, minors</td></tr> </table> <p>System On Over _____          2♣ Stayman <input checked="" type="checkbox"/> Puppet <input type="checkbox"/>          2♦ Transfer to ♥ <input checked="" type="checkbox"/> 4♦, 4♥ Transfer <input type="checkbox"/>          Forcing Stayman <input type="checkbox"/> Smolen <input type="checkbox"/>          2♥ Transfer to ♠ <input checked="" type="checkbox"/> Lebensohl <input type="checkbox"/> ( _____ de          2♠ transfer to cl _____ Negative Double <input type="checkbox"/> _____          2NT transfer to d _____</p> <p><b>MAJOR OPENING</b>          Expected Min. Length 4 5          1st/2nd <input type="checkbox"/> <input checked="" type="checkbox"/>          3rd/4th <input type="checkbox"/> <input checked="" type="checkbox"/>  <b>RESPONSES</b>          Double Raise: Force <input type="checkbox"/> Inv. <input type="checkbox"/> Weak <input checked="" type="checkbox"/>          After Overcall: Force <input type="checkbox"/> Inv. <input type="checkbox"/> Weak <input checked="" type="checkbox"/>          Conv. Raise: 2NT <input checked="" type="checkbox"/> 3NT <input type="checkbox"/> Splinter <input checked="" type="checkbox"/>          Other: _____          1NT: Forcing <input checked="" type="checkbox"/> Semi-forcing <input type="checkbox"/>          2NT: Forcing <input checked="" type="checkbox"/> Inv. <input type="checkbox"/> 11 to 18          3NT: 12 to 17          Drury <input checked="" type="checkbox"/> : Reverse <input checked="" type="checkbox"/> 2-Way <input checked="" type="checkbox"/> Fit <input checked="" type="checkbox"/>          Other: _____</p> <p><b>DESCRIBE</b>          2♣22 to 40 HCP less than 4loser any hand          Strong <input checked="" type="checkbox"/> Other <input type="checkbox"/>          2♦ Response: Neg <input type="checkbox"/> Waiting <input checked="" type="checkbox"/>          2♠5 to 10 HCP          Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/>          2♥5 to 10 HCP          Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/>          2♠5 to 10 HCP          Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/></p> <p><b>OTHER CONV CALLS:</b> New Minor Forcing <input checked="" type="checkbox"/> 2-Way NMF <input type="checkbox"/>          Weak jump shifts: In Comp. <input checked="" type="checkbox"/> Not In Comp. <input type="checkbox"/>          4th Suit Forcing: 1 Round <input type="checkbox"/> To Game <input checked="" type="checkbox"/></p>	1NT	3♣6+card, invite	15 to 18	3♣6+card, invite	_____ to _____	3♥5+cl-4+d, minors	5-Card Major Common <input checked="" type="checkbox"/>	3♠5+d-4+cl, minors
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