

SPECIAL DOUBLES After Overcall: Penalty <input type="checkbox"/> Negative <input checked="" type="checkbox"/> thru 3S Responsive: <input checked="" type="checkbox"/> thru 2S Maximal <input type="checkbox"/> Support: Dbl <input checked="" type="checkbox"/> thru 3S Rdbl <input checked="" type="checkbox"/> Card-showing <input type="checkbox"/> Min. Offshape T/O <input type="checkbox"/>		NOTRUMP OVERCALLS Direct: 15 to 18 Systems on <input checked="" type="checkbox"/> Conv. _____ Balance: 11 to 14 Jump to 2NT: Minors <input type="checkbox"/> 2 Lowest <input checked="" type="checkbox"/> Conv. _____																													
SIMPLE OVERCALL 1-level 8 to 16 HCP (usually) Often 4 cards <input type="checkbox"/> Very light style <input type="checkbox"/> Responses New Suit: Forcing <input checked="" type="checkbox"/> NFConst <input type="checkbox"/> NF <input type="checkbox"/> Jump Raise: Forcing <input type="checkbox"/> Inv. <input type="checkbox"/> Weak <input checked="" type="checkbox"/>		DEFENSE VS NOTRUMP vs: _____ 2♣ single suit _____ 2♦ both majors _____ 2♥ hearts + minor _____ 2♠ spades + minor _____ Dbl penalty _____ Other: 2NT both minors																													
JUMP OVERCALL Strong <input type="checkbox"/> Intermediate <input type="checkbox"/> Weak <input checked="" type="checkbox"/>		OVER OPP'S T/O DOUBLE New Suit Forcing: 1-level <input checked="" type="checkbox"/> 2-level <input type="checkbox"/> Redouble implies no fit <input type="checkbox"/> 2NT Over <input type="checkbox"/> Limit + <input type="checkbox"/> Limit <input type="checkbox"/> Weak <input type="checkbox"/> Majors <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Minors <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Other: _____																													
OPENING PREEMPTS Sound <input checked="" type="checkbox"/> Light <input type="checkbox"/> Very Light <input type="checkbox"/> 3/4-bids _____ Conv./Resp. _____		VS OPENING PREEMPT DOUBLE IS Takeout <input checked="" type="checkbox"/> thru 3S Penalty <input type="checkbox"/> Conv. Takeout: _____ Lebensohl 2NT Response <input type="checkbox"/> Other: _____																													
DIRECT CUEBID Over: Minor <input type="checkbox"/> Major <input type="checkbox"/> Natural <input type="checkbox"/> <input type="checkbox"/> Strong T/O <input type="checkbox"/> <input type="checkbox"/> Michaels <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>		SLAM CONVENTIONS Gerber <input checked="" type="checkbox"/> 4NT: Blackwood <input type="checkbox"/> RKC <input checked="" type="checkbox"/> 1430 <input checked="" type="checkbox"/> specific kings																													
vs. Interference: DOPI <input type="checkbox"/> DEPO <input type="checkbox"/> Level: _____		ROPI <input type="checkbox"/>																													
LEADS (click card led, if not in bold) versus Suits versus Notrump <table border="0"> <tr><td>x x</td><td>x x x x</td><td>x x</td><td>x x x x</td></tr> <tr><td>x x x</td><td>x x x x x</td><td>x x x</td><td>x x x x x</td></tr> <tr><td>A K x</td><td>10 9 x</td><td>A K J x</td><td>A Q J x</td></tr> <tr><td>K Q x</td><td>K J 10 x</td><td>A J 10 9</td><td>A 10 9 8</td></tr> <tr><td>Q J x</td><td>K 10 9 x</td><td>K Q J x</td><td>K Q 10 9</td></tr> <tr><td>J 10 x</td><td>Q 10 9 x</td><td>Q J 10 x</td><td>Q 10 9 8</td></tr> <tr><td>K Q 10 9</td><td></td><td>J 10 9 x</td><td>10 9 8 x</td></tr> </table>		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	10 9 x	A K J x	A Q J x	K Q x	K J 10 x	A J 10 9	A 10 9 8	Q J x	K 10 9 x	K Q J x	K Q 10 9	J 10 x	Q 10 9 x	Q J 10 x	Q 10 9 8	K Q 10 9		J 10 9 x	10 9 8 x	DEFENSIVE CARDING Standard: <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> Except <input type="checkbox"/> _____ Upside-Down Count <input type="checkbox"/> <input type="checkbox"/> Upside-Down Attitude <input type="checkbox"/> <input type="checkbox"/> FIRST DISCARD Lavinthal <input type="checkbox"/> <input type="checkbox"/> Odd/Even <input type="checkbox"/> <input type="checkbox"/> OTHER CARDING Smith Echo <input type="checkbox"/> <input type="checkbox"/> Trump Suit Pref. <input type="checkbox"/> <input type="checkbox"/> Foster Echo <input type="checkbox"/> <input type="checkbox"/>	
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	10 9 x	A K J x	A Q J x																												
K Q x	K J 10 x	A J 10 9	A 10 9 8																												
Q J x	K 10 9 x	K Q J x	K Q 10 9																												
J 10 x	Q 10 9 x	Q J 10 x	Q 10 9 8																												
K Q 10 9		J 10 9 x	10 9 8 x																												
SPECIAL CARDING <input type="checkbox"/> PLEASE ASK																															

NAMES Nilton and Danielle		
GENERAL APPROACH		
Two Over One: Game Forcing <input checked="" type="checkbox"/> Game Forcing Except When Suit Rebid <input type="checkbox"/> VERY LIGHT: Openings <input type="checkbox"/> 3rd Hand <input type="checkbox"/> Overcalls <input type="checkbox"/> Preempts <input type="checkbox"/> FORCING OPENING: 1♣ <input type="checkbox"/> 2♣ <input checked="" type="checkbox"/> Natural 2 Bids <input type="checkbox"/> Other <input type="checkbox"/>		
NOTRUMP OPENING BIDS		
1NT 15 to 17 _____ to _____ 5-Card Major Common <input checked="" type="checkbox"/> System On Over thru 2S 2♣ Stayman <input checked="" type="checkbox"/> Puppet <input type="checkbox"/> 2♦ Transfer to ♥ <input checked="" type="checkbox"/> Forcing Stayman <input type="checkbox"/> 2♥ Transfer to ♠ <input checked="" type="checkbox"/> 2♠ relay to minors _____ 2NT invitational _____	3♣ clubs invitational _____ 3♦ diamonds inv _____ 3♥ 5/5/ majors, inv. _____ 3♠ 5/5 majors, game _____ full stayman _____ 4♦, 4♥ Transfer <input checked="" type="checkbox"/> Smolen <input checked="" type="checkbox"/> Lebensohl <input type="checkbox"/> (_____ denies) Negative Double <input type="checkbox"/> _____ mirror double _____	2NT 20 to 21 _____ Puppet Stayman <input type="checkbox"/> Transfer Responses: Jacoby <input checked="" type="checkbox"/> Texas <input checked="" type="checkbox"/> 3♠ _____ 3NT _____ to _____ gambling 7 cards, 2/3 Conventional NT Openings
MAJOR OPENING		MINOR OPENING
Expected Min. Length 4 5 1st/2nd <input type="checkbox"/> <input checked="" type="checkbox"/> 3rd/4th <input type="checkbox"/> <input checked="" type="checkbox"/>		Expected Min. Length 4 3 NF 0-2 Conv. 1♣ <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 1♦ <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
RESPONSES		RESPONSES
Double Raise: Force <input type="checkbox"/> Inv. <input checked="" type="checkbox"/> Weak <input 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: _____		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"/> Forcing Raise: J/S in other minor <input type="checkbox"/> Single raise <input type="checkbox"/> Other: inverted minors _____ Frequently bypass 4+♦ <input type="checkbox"/> 1NT/1♣: 6 to 10 _____ 2NT: Forcing <input type="checkbox"/> Inv. <input checked="" type="checkbox"/> 11 to 12 _____ 3NT: 13 to 15 _____ Other: _____
1NT: Forcing <input checked="" type="checkbox"/> Semi-forcing <input checked="" type="checkbox"/> 2NT: Forcing <input type="checkbox"/> Inv. <input type="checkbox"/> _____ to _____ 3NT: 13 to 15 _____ Drury <input type="checkbox"/> : Reverse <input checked="" type="checkbox"/> 2-Way <input type="checkbox"/> Fit <input type="checkbox"/> Other: _____		
DESCRIBE		RESPONSES/REBIDS
2♣ 21+ to _____ HCP 21+ unbalanced, or 22+ bal Strong <input type="checkbox"/> Other <input type="checkbox"/> _____ 2♦ Response: Neg <input type="checkbox"/> Waiting <input checked="" type="checkbox"/> 2D shows A or K		2H - bust (no A/K) 2S 8+ with spades 2NT 8+ with hearts
2♦ 6 to 10 HCP Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/>		RONF 2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/>
2♥ 6 to 10 HCP Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/>		RONF 2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/>
2♠ 6 to 10 HCP Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/>		RONF 2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/>

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OTHER CONV CALLS: 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"/>