

<b>SPECIAL DOUBLES</b> After Overcall: Penalty <input type="checkbox"/> Negative <input checked="" type="checkbox"/> thru 4♥ Responsive: <input checked="" type="checkbox"/> thru 4♥ Maximal <input checked="" type="checkbox"/> Support: Dbl <input checked="" type="checkbox"/> thru 2♥ Rdbl <input checked="" type="checkbox"/> Card-showing <input checked="" type="checkbox"/> Min. Offshape T/O <input checked="" type="checkbox"/>	<b>NOTRUMP OVERCALLS</b> Direct: 15 to 18 Systems on <input checked="" type="checkbox"/> Conv. _____ Balance: 11 to 15 Jump to 2NT: Minors <input checked="" type="checkbox"/> 2 Lowest <input checked="" type="checkbox"/> Conv. _____																												
<b>SIMPLE OVERCALL</b> 1-level 7 to 17 HCP (usually) Often 4 cards <input type="checkbox"/> Very light style <input type="checkbox"/> <b>Responses</b> New Suit: Forcing <input type="checkbox"/> NF Const <input type="checkbox"/> NF <input checked="" type="checkbox"/> Jump Raise: Forcing <input type="checkbox"/> Inv. <input type="checkbox"/> Weak <input checked="" type="checkbox"/>	<b>DEFENSE VS NOTRUMP</b> vs: Strong Weak 2♠ MM MM 2♥ one M one M 2♥ ♥+m ♥+m 2♠ ♠+m ♠+m Dbl 5+m-4M Penalty Other: bal X=same, 2♠= one M good																												
<b>JUMP OVERCALL</b> Strong <input type="checkbox"/> Intermediate <input type="checkbox"/> Weak <input checked="" type="checkbox"/>	<b>OVER OPP'S T/O DOUBLE</b> New Suit Forcing: 1-level <input checked="" type="checkbox"/> 2-level <input type="checkbox"/> Redouble implies no fit <input type="checkbox"/> 2NT Over Limit + Limit Weak Majors <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Minors <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> Other: 1♠(x) 2NT=mm weak																												
<b>OPENING PREEMPTS</b> Sound Light Very Light 3/4-bids <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Conv./Resp. _____	<b>VS OPENING PREEMPT DOUBLE IS</b> Takeout <input checked="" type="checkbox"/> thru 4♥ Penalty <input type="checkbox"/> Conv. Takeout: 4NT= 2 places to pla Lebensohl 2NT Response <input checked="" type="checkbox"/> Other: _____																												
<b>DIRECT CUEBID</b> Over: Minor Major 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"/>	<b>SLAM CONVENTIONS</b> Gerber <input type="checkbox"/> 4NT: Blackwood <input type="checkbox"/> RKC <input checked="" type="checkbox"/> 1430 <input checked="" type="checkbox"/>																												
vs. Interference: DOPI <input checked="" type="checkbox"/> DEPO <input checked="" type="checkbox"/> Level: _____ ROPI <input checked="" type="checkbox"/>																													
<b>LEADS</b> (click card led, if not in bold) versus Suits versus Notrump <table style="width:100%; border-collapse: collapse;"> <tr> <td style="width:25%;">x x</td> <td style="width:25%;">x x x x</td> <td style="width:25%;">x x</td> <td style="width:25%;">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> <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"/>	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	<b>DEFENSIVE CARDING</b> vs Suits vs NT 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 checked="" type="checkbox"/> <b>FIRST DISCARD</b> Lavinthal <input type="checkbox"/> <input type="checkbox"/> Odd/Even <input type="checkbox"/> <input type="checkbox"/> <b>OTHER CARDING</b> Smith Echo <input type="checkbox"/> <input checked="" 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																										
<b>SPECIAL CARDING <input type="checkbox"/> PLEASE ASK</b>																													

<b>GENERAL APPROACH</b>	
NAMES Alex&chenwenmin Precision ♣ <b>Two Over One:</b> Game Forcing <input type="checkbox"/> Game Forcing Except When Suit Rebid <input type="checkbox"/> <b>VERY LIGHT:</b> Openings <input type="checkbox"/> 3rd Hand <input type="checkbox"/> Overcalls <input type="checkbox"/> Preempts <input type="checkbox"/> <b>FORCING OPENING:</b> 1♣ <input checked="" type="checkbox"/> 2♣ <input type="checkbox"/> Natural 2 Bids <input type="checkbox"/> Other <input type="checkbox"/>	
<b>NOTRUMP OPENING BIDS</b> 1NT _____ 3♠ transfers to ♠ 14 to 16 _____ 3♥ 5♠+5♦ GF 15 to 17 _____ 3♥ 31(54) 5-Card Major Common <input checked="" type="checkbox"/> 3♠ 13(54) System On Over X or 2♣ _____ 4♠ 6-5 MM GF ONLY 2♣ Stayman <input checked="" type="checkbox"/> Puppet <input type="checkbox"/> 2♦ Transfer to ♥ <input checked="" type="checkbox"/> 4♦, 4♥ Transfer <input checked="" type="checkbox"/> Forcing Stayman <input type="checkbox"/> Smolen <input checked="" type="checkbox"/> 2♥ Transfer to ♠ <input checked="" type="checkbox"/> Lebensohl <input checked="" type="checkbox"/> (fast denies) 2♠ Range ask or ♣ _____ Negative Double <input checked="" type="checkbox"/> 2NT Puppet stayman _____	2NT 20 to 21 _____ Puppet Stayman <b>Transfer Respon</b> Jacoby <input checked="" type="checkbox"/> Texas 3♠ puppet to 3NT _____ 3NT _____ to _____ good 4M 1st&2nd seat <b>Conventional NT Op</b>
<b>MAJOR OPENING</b> Expected Min. Length 4 5 1st/2nd <input type="checkbox"/> <input checked="" type="checkbox"/> 3rd/4th <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>	<b>MINOR OPENING</b> Expected Min. Length 4 3 NF 0-2 Co 1♣ <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> 1♦ <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input 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 checked="" type="checkbox"/> Splinter <input checked="" type="checkbox"/> Other: 1M 2♠, 3-cd LR or GF 1NT: Forcing <input type="checkbox"/> Semi-forcing <input checked="" type="checkbox"/> 2NT: Forcing <input type="checkbox"/> Inv. <input checked="" type="checkbox"/> 10 to 12 3NT: 13 to 15 Drury <input checked="" type="checkbox"/> : Reverse <input checked="" type="checkbox"/> 2-Way <input type="checkbox"/> Fit <input type="checkbox"/> Other: 1M 3m=Inv, 1♠ 3♥=inv	
<b>DESCRIBE</b> 2♠ 10 to 15 HCP 5+♣ may have 4 card major Strong <input type="checkbox"/> Other <input type="checkbox"/> 2♦ Response: Neg <input type="checkbox"/> Waiting <input checked="" type="checkbox"/> asking, inv+	<b>RESPONSES/REBIDS</b> 2NT->3♠ t/p or GF 5-5 2♦ 10 to 15 HCP 3 suiter short in ♠ Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input checked="" type="checkbox"/> 2NT Force <input checked="" type="checkbox"/> New Suit NF <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"/> 2NT Force <input checked="" type="checkbox"/> New Suit NF <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"/> 2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/>
<b>OTHER CONV CALLS:</b> New Minor Forcing <input type="checkbox"/> 2-Way NMF <input checked="" type="checkbox"/> XYZ, 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"/> michaels, unusual 2NT, leaping michaels	