

<p>SPECIAL DOUBLES</p> <p>After Overcall: Penalty <input type="checkbox"/></p> <p>Negative <input checked="" type="checkbox"/> thru 4D</p> <p>Responsive: <input checked="" type="checkbox"/> thru 4D Maximal <input type="checkbox"/></p> <p>Support: Dbi <input checked="" type="checkbox"/> thru 2S Rdbl <input checked="" type="checkbox"/></p> <p>Card-showing <input type="checkbox"/> Min. Offshape T/O <input type="checkbox"/></p> <hr/> <p>SIMPLE OVERCALL</p> <p>1-level 5 to 17 HCP (usually)</p> <p>Often 4 cards <input type="checkbox"/> Very light style <input type="checkbox"/></p> <p>Responses</p> <p>New Suit: Forcing <input checked="" type="checkbox"/> NFConst <input type="checkbox"/> NF <input type="checkbox"/></p> <p>Jump Raise: Forcing <input type="checkbox"/> Inv. <input type="checkbox"/> Weak <input type="checkbox"/></p> <hr/> <p>JUMP OVERCALL</p> <p>Strong <input type="checkbox"/> Intermediate <input type="checkbox"/> Weak <input checked="" type="checkbox"/></p> <hr/> <p>OPENING PREEMPTS</p> <p>Sound Light Very Light</p> <p>3/4-bids <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/></p> <p>Conv./Resp. _____</p> <hr/> <p>DIRECT CUEBID</p> <p>Over: Minor Major</p> <p>Natural <input type="checkbox"/> <input type="checkbox"/></p> <p>Strong T/O <input type="checkbox"/> <input type="checkbox"/></p> <p>Michaels <input checked="" type="checkbox"/> <input checked="" type="checkbox"/></p> <p>vs short C: 2C NAT; 2D MM</p> <hr/> <p>SLAM CONVENTIONS Gerber <input checked="" type="checkbox"/> 4NT: Blackwood <input checked="" type="checkbox"/> RKC <input type="checkbox"/> 1430 <input checked="" type="checkbox"/></p> <p>Minorwood; (mM)MAJORWOOD; D(R)1PS</p> <hr/> <p>vs. Interference: DOPI <input type="checkbox"/> DEPO <input type="checkbox"/> Level: _____ ROPI <input type="checkbox"/></p>	<p>NOTRUMP OVERCALLS</p> <p>Direct: 15 to 18 Systems on <input checked="" type="checkbox"/></p> <p>Conv. _____</p> <p>Balance: 10 to 16</p> <p>Jump to 2NT: Minors <input type="checkbox"/> 2 Lowest <input checked="" type="checkbox"/></p> <p>Conv. _____</p> <hr/> <p>DEFENSE VS NOTRUMP</p> <p>vs: _____</p> <p>2♣ LANDY (MM) _____</p> <p>2♦ _____</p> <p>2♥ _____</p> <p>2♠ _____</p> <p>Dbi _____</p> <p>Other: _____</p> <hr/> <p>OVER OPP'S T/O DOUBLE</p> <p>New Suit Forcing: 1-level <input checked="" type="checkbox"/> 2-level <input type="checkbox"/></p> <p>Redouble implies no fit <input type="checkbox"/></p> <p>2NT Over Limit + Limit Weak</p> <p>Majors <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/></p> <p>Minors <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/></p> <p>Other: _____</p> <hr/> <p>VS OPENING PREEMPT DOUBLE IS</p> <p>Takeout <input checked="" type="checkbox"/> thru 4H _____ Penalty <input type="checkbox"/></p> <p>Conv. Takeout: _____</p> <p>Lebensohl 2NT Response <input checked="" type="checkbox"/></p> <p>Other: _____</p> <hr/> <p>LEADS (click card led, if not in bold) versus Suits versus Notrump</p> <table style="font-family: monospace; font-size: small;"> <tr><td>x x</td><td>x x x</td><td>x x</td><td>x x x</td></tr> <tr><td>x x x</td><td>x x x x</td><td>x x x</td><td>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> <p>Length Leads:</p> <p>4th Best vs Suits <input checked="" type="checkbox"/> vs NT <input checked="" type="checkbox"/></p> <p>3rd/5th Best vs Suits <input type="checkbox"/> vs NT <input type="checkbox"/></p> <p>Attitude vs NT <input type="checkbox"/></p> <hr/> <p>DEFENSIVE CARDING vs Suits vs NT</p> <p>Standard: <input type="checkbox"/> <input type="checkbox"/></p> <p>Except _____</p> <p>Upside-Down Count <input checked="" type="checkbox"/> <input checked="" type="checkbox"/></p> <p>Upside-Down Attitude <input checked="" type="checkbox"/> <input checked="" type="checkbox"/></p> <p>FIRST DISCARD</p> <p>Lavinthal <input type="checkbox"/> <input type="checkbox"/></p> <p>Odd/Even <input type="checkbox"/> <input type="checkbox"/></p> <hr/> <p>OTHER CARDING</p> <p>Smith Echo <input type="checkbox"/> <input type="checkbox"/></p> <p>Trump Suit Pref. <input type="checkbox"/> <input type="checkbox"/></p> <p>Foster Echo <input type="checkbox"/> <input type="checkbox"/></p> <hr/> <p style="text-align: center;">SPECIAL CARDING <input type="checkbox"/> PLEASE ASK</p>	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
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																										

<p>NAME SC. Lafferty-D. Andrews</p>	
<p>GENERAL APPROACH</p>	
<p>Two Over One: Game Forcing <input checked="" type="checkbox"/> Game Forcing Except When Suit Rebid <input type="checkbox"/></p> <p>VERY LIGHT: Openings <input type="checkbox"/> 3rd Hand <input type="checkbox"/> Overcalls <input type="checkbox"/> Preempts <input type="checkbox"/></p> <p>FORCING OPENING: 1♣ <input type="checkbox"/> 2♠ <input checked="" type="checkbox"/> Natural 2 Bids <input type="checkbox"/> Other <input type="checkbox"/></p>	
<p>NOTRUMP OPENING BIDS</p>	
<p>1NT 15 to 17</p> <p>_____ to _____</p> <p>5-Card Major Common <input checked="" type="checkbox"/></p> <p>System On Over: 2C</p> <p>2♣ Stayman <input checked="" type="checkbox"/> Puppet <input type="checkbox"/></p> <p>2♦ Transfer to ♥ <input checked="" type="checkbox"/> Forcing Stayman <input type="checkbox"/></p> <p>2♥ Transfer to ♠ <input checked="" type="checkbox"/></p> <p>2♠ Tsr to C -SA 3C</p> <p>2NT Tsr to D -SA 3D</p>	<p>3♠ Puppet Stayman _____</p> <p>3♦ GF mm _____</p> <p>3♥ GF 1-3-(5,4) _____</p> <p>3♣ GF 3-1-(5,4) _____</p> <p>4♦, 4♥ Transfer <input checked="" type="checkbox"/></p> <p>Smolen <input checked="" type="checkbox"/></p> <p>Lebensohl <input checked="" type="checkbox"/> (QK denies)</p> <p>Negative Double <input checked="" type="checkbox"/> 3D _____</p> <p>XX escape to C or D _____</p>
<p>MAJOR OPENING</p>	
<p>Expected Min. Length 4 5</p> <p>1st/2nd <input type="checkbox"/> <input checked="" type="checkbox"/></p> <p>3rd/4th <input type="checkbox"/> <input checked="" type="checkbox"/></p>	
<p>RESPONSES</p>	
<p>Double Raise: Force <input type="checkbox"/> Inv. <input type="checkbox"/> Weak <input checked="" type="checkbox"/></p> <p>After Overcall: Force <input type="checkbox"/> Inv. <input type="checkbox"/> Weak <input checked="" type="checkbox"/></p> <p>Conv. Raise: 2NT <input checked="" type="checkbox"/> 3NT <input type="checkbox"/> Splinter <input checked="" type="checkbox"/></p> <p>Other: 3 lvl short; 4 lvl 2nd Suit _____</p> <p>1NT: Forcing <input checked="" type="checkbox"/> Semi-forcing <input type="checkbox"/></p> <p>2NT: Forcing <input type="checkbox"/> Inv. _____ to _____</p> <p>3NT: 13 to 15</p> <p>Drury <input checked="" type="checkbox"/>: Reverse <input checked="" type="checkbox"/> 2-Way <input type="checkbox"/> Fit <input type="checkbox"/></p> <p>Other: Reverse Bergen _____</p>	
<p>MINOR OPENING</p>	
<p>Expected Min. Length 4 3 NF 0-2 Conv.</p> <p>1♣ <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/></p> <p>1♦ <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/></p>	
<p>RESPONSES</p>	
<p>Double Raise: Force <input type="checkbox"/> Inv. <input type="checkbox"/> Weak <input checked="" type="checkbox"/></p> <p>After Overcall: Force <input type="checkbox"/> Inv. <input type="checkbox"/> Weak <input checked="" type="checkbox"/></p> <p>Forcing Raise: J/S in other minor <input type="checkbox"/></p> <p>Single raise <input checked="" type="checkbox"/> Other: J/S om= LR _____</p> <p>Frequently bypass 4+♦ <input type="checkbox"/></p> <p>1NT/1♣: 6 to 10</p> <p>2NT: Forcing <input type="checkbox"/> Inv. <input checked="" type="checkbox"/> 16 to 18</p> <p>3NT: 13 to 15</p> <p>Other: UMJOOmO; Splinter _____</p>	
<p>DESCRIBE</p> <p>2♣ _____ to _____ HCP</p> <p>Strong <input checked="" type="checkbox"/> Other <input type="checkbox"/></p> <p>2+ Response: Neg <input checked="" type="checkbox"/> Waiting <input type="checkbox"/> 2H waiting _____</p> <p>2♦ 5 to 10 HCP</p> <p>Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/></p> <p>2♥ 5 to 10 HCP</p> <p>Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/></p> <p>2♠ 5 to 10 HCP</p> <p>Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/></p>	<p>RESPONSES/REBIDS</p> <p>2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/></p> <p>2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/></p> <p>2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/></p>
<p>OTHER CONV CALLS: New Minor Forcing <input checked="" type="checkbox"/> 2-Way NMF <input type="checkbox"/></p> <p>Weak jump shifts: In Comp. <input type="checkbox"/> Not In Comp. <input type="checkbox"/></p> <p>4th Suit Forcing: 1 Round <input type="checkbox"/> To Game <input checked="" type="checkbox"/> except 1S</p> <p>CRASH; Modified Meckwell; UN vs UN; 1m/1NT (OPP)/2om:TO= MM or mM</p>	