

<p>SPECIAL DOUBLES After Overcall: <u>Penalty</u> <input type="checkbox"/> Negative <input checked="" type="checkbox"/> thru <u>4D</u> Responsive: <input checked="" type="checkbox"/> thru <u>4D</u> Maximal <input type="checkbox"/> Support: <u>Dbi</u> thru <u>2H</u> <u>Rdbl</u> <input checked="" type="checkbox"/> Card-showing <input type="checkbox"/> Min. Offshape T/O <input type="checkbox"/> <u>snadragon->2H</u></p>	<p>NOTRUMP OVERCALLS Direct: <u>16</u> to <u>18</u> Systems on <input checked="" type="checkbox"/> Conv. _____ Balance: <u>11</u> to <u>15</u> Jump to 2NT: Minors <input type="checkbox"/> 2 Lowest <input checked="" type="checkbox"/> Conv. <u>scramb 2n</u></p>	<p>GENERAL APPROACH <u>2/1 strong, promises rebid, not gf. 4 card majors</u> Two Over One: Game Forcing <input type="checkbox"/> Game Forcing Except When Suit Rebid <input type="checkbox"/> VERY LIGHT: Openings <input checked="" type="checkbox"/> 3rd Hand <input checked="" type="checkbox"/> Overcalls <input checked="" type="checkbox"/> Preempts <input checked="" type="checkbox"/> FORCING OPENING: <u>1♠</u> <input type="checkbox"/> <u>2♠</u> <input checked="" type="checkbox"/> <u>Natural 2 Bids</u> <input type="checkbox"/> Other <input type="checkbox"/></p>	
<p>SIMPLE OVERCALL 1-level <u>7</u> to <u>17</u> HCP (usually) Often 4 cards <input type="checkbox"/> Very light style <input type="checkbox"/> Responses 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 type="checkbox"/> Cue= <u>1-rd force; Jcue=mixed</u></p>	<p>DEFENSE VS NOTRUMP vs: <u>All</u> 2♠ <u>majors</u> 2♥ <u>♥ or ♠</u> 2♥ <u>♥ + minor</u> 2♠ <u>♠ + minor</u> Dbl <u>4cdM longer m</u> Other: _____</p>	<p>NOTRUMP OPENING BIDS 1NT _____ 3♠ <u>forcing</u> <u>15</u> to <u>17</u> 3♥ <u>forcing</u> _____ to _____ 3♥ <u>31(45)</u> 5-Card Major Common <input checked="" type="checkbox"/> 3♠ <u>13(45)</u> System On Over _____ 3♠ <u>-> 3n! one or both</u> 2♠ Stayman <input checked="" type="checkbox"/> Puppet <input type="checkbox"/> minors 2♥ Transfer to ♥ <input checked="" type="checkbox"/> 4♥ <u>Transfer</u> <input checked="" type="checkbox"/> 3NT _____ to _____ Forcing Stayman <input type="checkbox"/> Smolen <input checked="" type="checkbox"/> <u>gambling</u> 2♥ Transfer to ♠ <input checked="" type="checkbox"/> Lebensohl <input checked="" type="checkbox"/> (<u>F</u> denies) Conventional NT Openings 2♠ <u>->3C w/preacct</u> Negative Double <input checked="" type="checkbox"/> <u>4N = blackwood</u> 2NT <u>->3D w/preacct</u> delayed texas</p>	
<p>JUMP OVERCALL Strong <input type="checkbox"/> Intermediate <input type="checkbox"/> Weak <input checked="" type="checkbox"/></p>	<p>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 Limit + Limit Weak Majors <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Minors <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Other: <u>Weak jump raise, wJS</u></p>		
<p>OPENING PREEMPTS Sound Light Very Light 3/4-bids <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> Conv./Resp. _____</p>	<p>VS OPENING PREEMPT DOUBLE IS Takeout <input checked="" type="checkbox"/> thru <u>4H</u> Penalty <input type="checkbox"/> Conv. Takeout: _____ Lebensohl 2NT Response <input checked="" type="checkbox"/> Other: <u>leaping michaels</u></p>		
<p>DIRECT CUEBID 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"/> Natural if 2 suits have been bid</p>	<p>MAJOR OPENING Expected Min. Length 4 5 1st/2nd <input checked="" type="checkbox"/> <input type="checkbox"/> 3rd/4th <input checked="" type="checkbox"/> <input type="checkbox"/> 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 checked="" type="checkbox"/> Splinter <input checked="" type="checkbox"/> Other: _____ 1NT: Forcing <input type="checkbox"/> Semi-forcing <input type="checkbox"/> 2NT: Forcing <input type="checkbox"/> Inv. <input type="checkbox"/> _____ to _____ 3NT: <u>13</u> to <u>15</u> Drury <input checked="" type="checkbox"/> : Reverse <input type="checkbox"/> 2-Way <input checked="" type="checkbox"/> Fit <input type="checkbox"/> Other: <u>Help suit GT</u></p>		
<p>SLAM CONVENTIONS Gerber <input checked="" type="checkbox"/> 4NT: Blackwood <input type="checkbox"/> RKC <input type="checkbox"/> 1430 <input type="checkbox"/> <u>Gerber over 1N, 2N and after stayman</u> 5N = specific kings GSF Excl keycard vs. Interference: DOPI <input checked="" type="checkbox"/> DEPO <input type="checkbox"/> Level: D=0, P=1, Next suit=2, etc. ROPI <input type="checkbox"/></p>			
<p>LEADS (click card led, if not in bold) versus Suits versus Notrump 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 Q 10 9 J 10 9 x 10 9 8 x</p> <p>Length Leads: 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"/></p> <p>Attitude vs NT <input type="checkbox"/></p> <p>Primary signal to partner's leads Attitude <input checked="" type="checkbox"/> Count <input type="checkbox"/> Suit Preference <input type="checkbox"/></p>	<p>DEFENSIVE CARDING 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 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"/></p>		
<p>SPECIAL CARDING <input type="checkbox"/> PLEASE ASK</p>			
<p>MINOR OPENING Expected Min. Length 4 3 NF 0-2 Conv. 1♠ <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 1♦ <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> RESPONSES 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 checked="" type="checkbox"/> Other: 2♣ Frequently bypass 4+♦ <input type="checkbox"/> 1NT/1♠: <u>6</u> to <u>10</u> 2NT: Forcing <input checked="" type="checkbox"/> Inv. <input type="checkbox"/> <u>11</u> to <u>12</u> 3NT: <u>13</u> to <u>15</u> Other: _____</p>			
<p>DESCRIBE RESPONSES/REBIDS 2♠ <u>22</u> to _____ HCP <u>Or 9+ tricks</u> Strong <input checked="" type="checkbox"/> Other <input type="checkbox"/> 2♦ Response: Neg <input checked="" type="checkbox"/> Waiting <input type="checkbox"/> GF <input type="checkbox"/> 2♥ <u>7</u> to <u>11</u> HCP <u>Normally good 6-card suit</u> 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♥ <u>7</u> to <u>11</u> HCP <u>undisciplined</u> 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♠ <u>7</u> to <u>11</u> 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"/> OTHER CONV CALLS: New Minor Forcing <input type="checkbox"/> 2-Way NMF <input checked="" type="checkbox"/> Weak jump shifts: In Comp. <input type="checkbox"/> Not In Comp. <input type="checkbox"/> into 2X always 4th Suit Forcing: 1 Round <input checked="" type="checkbox"/> To Game <input type="checkbox"/> fit showing in comp unusual v unusual (lo-lo) Std Lebensohl reverses Wolff signoff</p>			

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