

<p><b>SPECIAL DOUBLES</b></p> <p>After Overcall: Penalty <input type="checkbox"/></p> <p>Negative <input checked="" type="checkbox"/> thru 4S</p> <p>Responsive: <input checked="" type="checkbox"/> thru 3H Maximal <input checked="" type="checkbox"/></p> <p>Support: Dbl <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> <p>Snapdragon</p>	<p><b>NOTRUMP OVERCALLS</b></p> <p>Direct: 15 to 18 Systems on <input checked="" type="checkbox"/></p> <p>Conv. _____</p> <p>Balance: 11 to 16</p> <p>Jump to 2NT: Minors <input type="checkbox"/> 2 Lowest <input checked="" type="checkbox"/></p> <p>Conv. Range ask Stayman</p>	<p><b>GENERAL APPROACH</b></p> <p>2 over 1 Game forcing</p> <p>Two Over One: Game Forcing <input checked="" type="checkbox"/> Game Forcing Except When Suit Rebid <input checked="" 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><b>SIMPLE OVERCALL</b></p> <p>1-level 7 to 17 HCP (usually)</p> <p>Often 4 cards <input type="checkbox"/> Very light style <input type="checkbox"/></p> <p><b>Responses</b></p> <p>New Suit: Forcing <input type="checkbox"/> NF Const <input checked="" type="checkbox"/> NF <input type="checkbox"/></p> <p>Jump Raise: Forcing <input type="checkbox"/> Inv. <input type="checkbox"/> Weak <input checked="" type="checkbox"/></p> <p>JQ=mixed raise</p>	<p><b>DEFENSE VS NOTRUMP</b></p> <p>vs: strong 15+ weak</p> <p>2♣ Both Major Both major</p> <p>2♦ One Major One major</p> <p>2♥ H+m H+m</p> <p>2♠ S+m S+m</p> <p>Dbl 4M-5+m Penalty 14+</p> <p>Other: 2NT=both ms, 3m=6+m</p> <p>wk NT: 2N=4H-5+m, 3C/D=4S-5+m</p>	<p><b>NOTRUMP OPENING BIDS</b></p> <p>1NT 15 to 17</p> <p>3♣ Puppet stayman</p> <p>3♦ 5/5 major INV+</p> <p>3♥ 3-1-9 GF</p> <p>3♠ 1-3-9 GF</p> <p>5-Card Major Common <input checked="" type="checkbox"/></p> <p>System On Over X, 2C</p> <p>2♣ Stayman <input checked="" type="checkbox"/> Puppet <input type="checkbox"/></p> <p>2♦ Transfer to ♥ <input checked="" type="checkbox"/> 4♠, 4♥ Transfer <input checked="" type="checkbox"/></p> <p>2♥ Transfer to ♠ <input checked="" type="checkbox"/> Smolen <input checked="" type="checkbox"/></p> <p>2♠ C or Size Ask <input checked="" type="checkbox"/> Lebensohl <input checked="" type="checkbox"/> (Xfer denies)</p> <p>2NTD or both minor <input type="checkbox"/> Negative Double <input checked="" type="checkbox"/></p> <p>Garbage stayman</p>																													
<p><b>JUMP OVERCALL</b></p> <p>Strong <input type="checkbox"/> Intermediate <input type="checkbox"/> Weak <input checked="" type="checkbox"/></p>	<p><b>OVER OPP'S T/O DOUBLE</b></p> <p>New Suit Forcing: 1-level <input 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 type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/></p> <p>Other: Xfer over X, 1-lev overcall</p>	<p><b>MAJOR OPENING</b></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><b>RESPONSES</b></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 checked="" type="checkbox"/> Splinter <input checked="" type="checkbox"/></p> <p>Other: 3C=LR, 3D=MR, 2C=GF</p> <p>1NT: Forcing <input type="checkbox"/> Semi-forcing <input checked="" type="checkbox"/></p> <p>2NT: Forcing <input type="checkbox"/> Inv. <input type="checkbox"/> to _____</p> <p>3NT: 5M to 3C</p> <p>Drury <input checked="" type="checkbox"/>: Reverse <input checked="" type="checkbox"/> 2-Way <input type="checkbox"/> Fit <input type="checkbox"/></p> <p>Other: Gazzilli, 2-tier SPL</p>																													
<p><b>OPENING PREEMPTS</b></p> <p>Sound Light Very Light</p> <p>3/4-bids <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/></p> <p>Conv./Resp. _____</p>	<p><b>VS OPENING PREEMPT DOUBLE IS</b></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: Leaping Michaels=GF</p>	<p><b>MINOR OPENING</b></p> <p>Expected Min. Length 4 3 NF 0-2 Conv.</p> <p>1♣ <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/></p> <p>1♦ <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/></p> <p><b>RESPONSES</b></p> <p>Double Raise: Force <input type="checkbox"/> Inv. <input type="checkbox"/> Weak <input 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 type="checkbox"/> Other: 2C=GF, 2D=wk M</p> <p>Frequently bypass 4+♦ <input checked="" type="checkbox"/></p> <p>1NT/1♠: 8 to 10</p> <p>2NT: Forcing <input type="checkbox"/> Inv. <input type="checkbox"/> to wk _____</p> <p>3NT: _____ to _____</p> <p>Other: 2H=bal inv, 2S=LR, 3m=MR</p>																													
<p><b>DIRECT CUEBID</b></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><b>SLAM CONVENTIONS</b> Gerber <input checked="" type="checkbox"/> 4NT: Blackwood <input type="checkbox"/> RKC <input type="checkbox"/> 1430 <input checked="" type="checkbox"/></p>	<p><b>DESCRIBE</b></p> <p>2♣ 22 to _____ HCP 22+ or 8.5+ trick</p> <p>Strong <input checked="" type="checkbox"/> Other <input type="checkbox"/></p> <p>2♠ Response: Neg <input type="checkbox"/> Waiting <input checked="" type="checkbox"/></p> <p>2♦ 18 to 19 HCP balanced, no 5M</p> <p>Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input checked="" type="checkbox"/></p> <p>2♥ 5 to 10 HCP Normally good 6-card suit</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 Normally good 6-card suit</p> <p>Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/></p>																													
<p><b>LEADS</b> (click card led, if not in bold)</p> <p>versus Suits versus Notrump</p> <table border="0" style="font-family: monospace; font-size: small;"> <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>J 10 9 x</td><td>J 10 9 x</td><td>J 10 9 8 x</td></tr> </table> <p><b>Length Leads:</b></p> <p>4th Best vs Suits <input type="checkbox"/> vs NT <input checked="" type="checkbox"/></p> <p>3rd/5th Best vs Suits <input checked="" type="checkbox"/> vs NT <input type="checkbox"/></p> <p>K=unblock QJ or count Attitude vs NT <input type="checkbox"/></p> <p><b>Primary signal to partner's leads</b></p> <p>Attitude <input checked="" type="checkbox"/> Count <input type="checkbox"/> Suit Preference <input type="checkbox"/></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 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	J 10 9 x	J 10 9 8 x	<p><b>DEFENSIVE CARDING</b></p> <p>Standard: <input type="checkbox"/> <input type="checkbox"/></p> <p>Except <input type="checkbox"/> _____</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><b>FIRST DISCARD</b></p> <p>Lavinthal <input type="checkbox"/> <input type="checkbox"/></p> <p>Odd/Even <input type="checkbox"/> <input type="checkbox"/></p> <p>udca <input checked="" type="checkbox"/> <input checked="" type="checkbox"/></p> <p><b>OTHER CARDING</b></p> <p>Smith Echo <input type="checkbox"/> <input checked="" type="checkbox"/></p> <p>Trump Suit Pref. <input type="checkbox"/> <input type="checkbox"/></p> <p>Foster Echo <input type="checkbox"/> <input type="checkbox"/></p>	<p><b>RESPONSES/REBIDS</b></p> <p>Kokish relay</p> <p>2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/></p> <p>4C=RKC, 5-step</p> <p>2NT Force <input checked="" type="checkbox"/> New Suit NF <input checked="" type="checkbox"/></p> <p>3C=best, 3M=worst</p> <p>2NT Force <input checked="" type="checkbox"/> New Suit NF <input checked="" type="checkbox"/></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 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																												
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K Q 10 9	J 10 9 x	J 10 9 x	J 10 9 8 x																												
<p><b>SPECIAL CARDING <input type="checkbox"/> PLEASE ASK</b></p>																															
<p><b>OTHER CONV CALLS: New Minor Forcing <input type="checkbox"/> 2-Way NMF <input type="checkbox"/> XYZ</b></p> <p>Weak jump shifts: In Comp. <input type="checkbox"/> Not In Comp. <input type="checkbox"/> Transfer in Comp. X or 1-level</p> <p>4th Suit Forcing: 1 Round <input type="checkbox"/> To Game <input checked="" type="checkbox"/> Unu vs Unu (lower for part)</p> <p>1M-1N-2N=GF, 1M-2M Kokish GT, 1m-1M-2M Spiral GT</p> <p>1m-(1N)-2C=MM or D, 2D/2H/2S=Transfer, 1M-(1N)-2C=5OM+5C, 2D=5+OM</p>																															

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