

<p>SPECIAL DOUBLES</p> <p>After Overcall: Penalty <input type="checkbox"/></p> <p>Negative <input checked="" type="checkbox"/> thru 3♣</p> <p>Responsive: <input checked="" type="checkbox"/> thru 3♣ Maximal <input type="checkbox"/></p> <p>Support: Dbl <input checked="" type="checkbox"/> thru 2♠ Rdbl <input checked="" type="checkbox"/></p> <p>Card-showing <input type="checkbox"/> Min. Offshape T/O <input type="checkbox"/></p> <p>Take out through 4♥</p>	<p>NOTRUMP OVERCALLS</p> <p>Direct: 15 to 18 Systems on <input checked="" type="checkbox"/></p> <p>Conv. _____</p> <p>Balance: 11 to 15</p> <p>Jump to 2NT: Minors <input type="checkbox"/> 2 Lowest <input checked="" type="checkbox"/></p> <p>Conv. _____</p>	<p>NAMES 2/1</p> <p>GENERAL APPROACH</p> <p>2/1 Game forcing</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>SIMPLE OVERCALL</p> <p>1-level 6 to 16 HCP (usually)</p> <p>Often 4 cards <input checked="" type="checkbox"/> Very light style <input type="checkbox"/></p> <p>Responses</p> <p>New Suit: Forcing <input type="checkbox"/> NFConst <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>Cuebid is 1-round force</p>	<p>DEFENSE VS NOTRUMP</p> <p>vs: Strong 1NT weak nt</p> <p>2♣ majors majors</p> <p>2♦ long major long major</p> <p>2♥ +minor +minor</p> <p>2♠ +minor +minor</p> <p>Dbl 5+ m 4M 5+m 4M</p> <p>Other: _____</p>	<p>NOTRUMP OPENING BIDS</p> <p>1NT 3♣ puppet</p> <p>14+ to 17- 3♦</p> <p>to 3♥ splinter, short ♥</p> <p>5-Card Major Common <input checked="" type="checkbox"/> 3♠ splinter, short ♠</p> <p>System On OverDbl _____</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>Forcing Stayman <input type="checkbox"/> Smolen <input checked="" type="checkbox"/></p> <p>2♥ Transfer to ♠ <input checked="" type="checkbox"/> Lebensohl <input type="checkbox"/> (fast denies)</p> <p>2♠ inv or clubs Negative Double <input checked="" type="checkbox"/></p> <p>2NT diamonds</p>																													
<p>JUMP OVERCALL</p> <p>Strong <input type="checkbox"/> Intermediate <input type="checkbox"/> Weak <input checked="" type="checkbox"/></p>	<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>	<p>2NT 20 to 21</p> <p>Puppet Stayman <input checked="" type="checkbox"/></p> <p>Transfer Responses:</p> <p>Jacoby <input type="checkbox"/> Texas <input checked="" type="checkbox"/></p> <p>3♠ _____</p> <p>3NT to _____</p> <p>Conventional NT Openings</p>																													
<p>OPENING PREEMPTS</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>VS OPENING PREEMPT DOUBLE IS</p> <p>Takeout <input checked="" type="checkbox"/> thru 3♣ Penalty <input type="checkbox"/></p> <p>Conv. Takeout: _____</p> <p>Lebensohl 2NT Response <input checked="" type="checkbox"/></p> <p>Other: 2NT Overcall = 16-19 HCP</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 checked="" type="checkbox"/> Weak <input checked="" type="checkbox"/></p> <p>Conv. Raise: 2NT <input checked="" type="checkbox"/> 3NT <input type="checkbox"/> Splinter <input type="checkbox"/></p> <p>Other: _____</p> <p>1NT: Forcing <input type="checkbox"/> Semi-forcing <input checked="" type="checkbox"/></p> <p>2NT: Forcing <input checked="" type="checkbox"/> Inv. <input type="checkbox"/> to _____</p> <p>3NT: 13 to 15</p> <p>Drury <input checked="" type="checkbox"/> : Reverse <input checked="" type="checkbox"/> 2-Way <input checked="" type="checkbox"/> Fit <input type="checkbox"/></p> <p>Other: _____</p>																													
<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>SLAM CONVENTIONS Gerber <input type="checkbox"/> 4NT: Blackwood <input type="checkbox"/> RKC <input checked="" type="checkbox"/> 1430 <input checked="" type="checkbox"/></p> <p>Exclusion, Minorwood</p> <p>vs. Interference: DOPI <input checked="" type="checkbox"/> DEPO <input type="checkbox"/> Level: 5</p> <p>ROPI <input checked="" type="checkbox"/></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 checked="" 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: Inverted minors</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"/> 11 to 12</p> <p>3NT: 13 to 15</p> <p>Other: _____</p>																													
<p>LEADS (click card led, if not in bold)</p> <p>versus Suits versus Notrump</p> <table style="font-size: small;"> <tr> <td>x x</td><td>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</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>10 9 8 x</td><td></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> <p>Primary signal to partner's leads</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	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>DEFENSIVE CARDING</p> <p>Standard: <input type="checkbox"/> vs Suits vs NT</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>FIRST DISCARD</p> <p>Lavinthal <input checked="" type="checkbox"/> <input checked="" type="checkbox"/></p> <p>Odd/Even <input type="checkbox"/> <input type="checkbox"/></p> <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>	<p>DESCRIBE</p> <p>2♣ 22 to ___ HCP Or 9+ tricks</p> <p>Strong <input checked="" type="checkbox"/> Other <input type="checkbox"/></p> <p>2♦ Response: Neg <input type="checkbox"/> Waiting <input checked="" type="checkbox"/> Denies good suit</p> <p>2♥ 5 to 10 HCP multi</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 5+ ♥ 4+ other</p> <p>Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input checked="" type="checkbox"/></p> <p>2♠ 5 to 10 HCP 5+ ♠ 4+ minor</p> <p>Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input checked="" 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"/></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																												
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																												
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<p>SPECIAL CARDING <input type="checkbox"/> PLEASE ASK</p>																															

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