

SPECIAL DOUBLES After Overcall: Penalty <input type="checkbox"/> Negative <input checked="" type="checkbox"/> thru 3S Responsive: <input type="checkbox"/> thru _____ Maximal <input type="checkbox"/> Support: Dbl <input type="checkbox"/> thru _____ Rdbl <input type="checkbox"/> Card-showing <input type="checkbox"/> Min. Offshape T/O <input type="checkbox"/>		NOTRUMP OVERCALLS Direct: 14 to 17 Systems on <input type="checkbox"/> Conv. _____ Balance: 14 to 17 Jump to 2NT: Minors <input type="checkbox"/> 2 Lowest <input checked="" type="checkbox"/> Conv. _____		NAMES Ershov-Rudakov GENERAL APPROACH Polish club Two Over One: Game Forcing <input checked="" type="checkbox"/> Game Forcing Except When Suit Rebid <input type="checkbox"/> VERY LIGHT: Openings <input checked="" type="checkbox"/> 3rd Hand <input type="checkbox"/> Overcalls <input type="checkbox"/> Preempts <input type="checkbox"/> FORCING OPENING: 1♣ <input checked="" type="checkbox"/> 2♣ <input type="checkbox"/> Natural 2 Bids <input type="checkbox"/> Other <input type="checkbox"/>	
SIMPLE OVERCALL 1-level 8 to 15 HCP (usually) Often 4 cards <input type="checkbox"/> Very light style <input type="checkbox"/> Responses New Suit: Forcing <input checked="" type="checkbox"/> NFConst <input type="checkbox"/> NF <input type="checkbox"/> Jump Raise: Forcing <input type="checkbox"/> Inv. <input type="checkbox"/> Weak <input type="checkbox"/>		DEFENSE VS NOTRUMP vs: _____ 2♠ majors 5-4 _____ 2♦+6+ H or S _____ 2♥5H 4+minor _____ 2♠5S 4+minor _____ Dbl points _____ Other: _____		NOTRUMP OPENING BIDS 1NT _____ 14 to 17 _____ to _____ 5-Card Major Common <input checked="" type="checkbox"/> System On Over _____ 2♠ Stayman <input checked="" type="checkbox"/> Puppet <input type="checkbox"/> 2♦ Transfer to ♥ <input checked="" type="checkbox"/> Forcing Stayman <input type="checkbox"/> 2♥ Transfer to ♠ <input checked="" type="checkbox"/> 2♠ clubs or invite _____ 2NT diamonds _____	
JUMP OVERCALL Strong <input type="checkbox"/> Intermediate <input type="checkbox"/> Weak <input checked="" type="checkbox"/>		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 type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Minors <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Other: _____		MAJOR OPENING Expected Min. Length 4 5 1st/2nd <input type="checkbox"/> <input checked="" type="checkbox"/> 3rd/4th <input type="checkbox"/> <input checked="" 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"/> Conv. Raise: 2NT <input checked="" type="checkbox"/> 3NT <input checked="" type="checkbox"/> Splinter <input checked="" type="checkbox"/> Other: _____ 1NT: Forcing <input checked="" type="checkbox"/> Semi-forcing <input type="checkbox"/> 2NT: Forcing <input checked="" type="checkbox"/> Inv. <input checked="" type="checkbox"/> to _____ 3NT: 12 to 16 Drury <input checked="" type="checkbox"/> : Reverse <input type="checkbox"/> 2-Way <input type="checkbox"/> Fit <input type="checkbox"/> Other: _____	
OPENING PREEMPTS Sound Light Very Light <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> 3/4-bids _____ Conv./Resp. _____		VS OPENING PREEMPT DOUBLE IS Takeout <input checked="" type="checkbox"/> thru _____ Penalty <input type="checkbox"/> Conv. Takeout: _____ Lebensohl 2NT Response <input type="checkbox"/> Other: _____		MINO Expected Min. Length 4 3 1♣ <input type="checkbox"/> 1♦ <input checked="" type="checkbox"/> RE: Double Raise: Force <input type="checkbox"/> Inv. <input type="checkbox"/> After Overcall: Force <input type="checkbox"/> Inv. <input type="checkbox"/> Forcing Raise: J/S in other _____ Single raise <input type="checkbox"/> Other: _____ Frequently bypass 4+ <input type="checkbox"/> 1NT/1♣: 7 to 10 2NT: Forcing <input checked="" type="checkbox"/> Inv. <input type="checkbox"/> 3NT: 12 to 16 Other: _____	
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"/>		SLAM CONVENTIONS Gerber <input type="checkbox"/> 4NT: Blackwood <input checked="" type="checkbox"/> RKC <input checked="" type="checkbox"/> 1430 <input checked="" type="checkbox"/>		DESCRIBE 2♠ 11 to 16 HCP 6+clubs or 5clubs 4 major Strong <input type="checkbox"/> Other <input type="checkbox"/> 2♠ Response: Neg <input type="checkbox"/> Waiting <input type="checkbox"/> 2♦ 6 to 9 HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input checked="" type="checkbox"/> 2♥ 6 to 9 HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/> 2♠ 6 to 9 HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/>	
LEADS (click card led, if not in bold) versus Suits versus Notrump 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 Length Leads: 4th Best vs Suits <input checked="" type="checkbox"/> vs NT <input checked="" type="checkbox"/> 3rd/5th Best vs Suits <input type="checkbox"/> vs NT <input type="checkbox"/> Attitude vs NT <input type="checkbox"/>		DEFENSIVE CARDING vs Suits vs NT Standard: <input type="checkbox"/> <input type="checkbox"/> Except <input type="checkbox"/> Upside-Down Count <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> Upside-Down Attitude <input checked="" type="checkbox"/> <input checked="" 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 checked="" type="checkbox"/> <input type="checkbox"/> Foster Echo <input type="checkbox"/> <input type="checkbox"/>		RESPONSES/REE 2d-ask 2H 2S NAT 2NT relay to 3C 6+ H or S 2NT Force <input type="checkbox"/> New Suit N H+minor 5-5 2NT Force <input type="checkbox"/> New Suit N S+minor 5-5 2NT Force <input type="checkbox"/> New Suit N	
Primary signal to partner's leads Attitude <input checked="" type="checkbox"/> Count <input type="checkbox"/> Suit Preference <input type="checkbox"/>		SPECIAL CARDING <input type="checkbox"/> PLEASE ASK		OTHER CONV CALLS: New Minor Forcing <input type="checkbox"/> 2-Way NMF <input type="checkbox"/> Weak jump shifts: In Comp. <input type="checkbox"/> Not In Comp. <input type="checkbox"/> 4th Suit Forcing: 1 Round <input type="checkbox"/> To Game <input type="checkbox"/>	

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