

<p>SPECIAL DOUBLES</p> <p>After Overcall: Penalty <input type="checkbox"/> _____</p> <p>Negative <input checked="" type="checkbox"/> thru 4H</p> <p>Responsive: <input type="checkbox"/> thru _____ Maximal <input type="checkbox"/></p> <p>Support: DbI <input type="checkbox"/> thru _____ Rdbl <input type="checkbox"/></p> <p>Card-showing <input type="checkbox"/> Min. Offshape T/O <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: 11 to 14</p> <p>Jump to 2NT: Minors <input type="checkbox"/> 2 Lowest <input checked="" type="checkbox"/></p> <p>Conv. _____</p>	<p>GENERAL APPROACH</p> <p>PRECISION</p> <p>Two Over One: Game Forcing <input 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 checked="" type="checkbox"/> 2♣ <input type="checkbox"/> Natural 2 Bids <input type="checkbox"/> Other <input type="checkbox"/></p>																																				
<p>SIMPLE OVERCALL</p> <p>1-level 6 to 15 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 type="checkbox"/> NFConst <input type="checkbox"/> NF <input checked="" type="checkbox"/></p> <p>Jump Raise: Forcing <input type="checkbox"/> Inv. <input type="checkbox"/> Weak <input checked="" type="checkbox"/></p>	<p>DEFENSE VS NOTRUMP</p> <p>vs: _____</p> <p>2♣ min & maj _____</p> <p>2♦ 2 major _____</p> <p>2♥ _____</p> <p>2♠ _____</p> <p>DbI penalty _____</p> <p>Other: _____</p>	<p>NOTRUMP OPENING BIDS</p> <p>1NT _____</p> <p>13 to 15 _____</p> <p>_____ to _____</p> <p>5-Card Major Common <input type="checkbox"/></p> <p>System On Over X _____</p> <p>2♣ Stayman <input checked="" type="checkbox"/> Puppet <input type="checkbox"/></p> <p>2♦ Transfer to ♥ <input checked="" type="checkbox"/> _____</p> <p>Forcing Stayman <input type="checkbox"/></p> <p>2♥ Transfer to ♠ <input checked="" type="checkbox"/> _____</p> <p>2♠ -> 3C _____</p> <p>2NT MNS _____</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 checked="" type="checkbox"/> <input type="checkbox"/></p> <p>Minors <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/></p> <p>Other: _____</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: _____</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 4H _____ Penalty <input type="checkbox"/></p> <p>Conv. Takeout: _____</p> <p>Lebensohl 2NT Response <input checked="" type="checkbox"/></p> <p>Other: _____</p>	<p>MINOR OPENING</p> <p>Expected Min. Length 4 3 NF 0-2 Conv.</p> <p>1♣ <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/></p> <p>1♦ <input type="checkbox"/> <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 type="checkbox"/></p> <p>Forcing Raise: J/S in other minor <input checked="" type="checkbox"/></p> <p>Single raise <input checked="" type="checkbox"/> 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 checked="" type="checkbox"/> 4NT: Blackwood <input type="checkbox"/> RKC <input type="checkbox"/> 1430 <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: _____</p>																																				
<p>vs. Interference: DOPI <input checked="" type="checkbox"/> DEPO <input type="checkbox"/> Level: _____ ROPI <input type="checkbox"/></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: _____</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</td><td>x x</td><td>x x</td><td>x x x x</td> </tr> <tr> <td>x x</td><td>x x</td><td>x x</td><td>x x</td><td>x x x x</td> </tr> <tr> <td>A K</td><td>10 9</td><td>A K</td><td>J x</td><td>A Q J x</td> </tr> <tr> <td>K Q</td><td>K J</td><td>10 9</td><td>A</td><td>10 9 8</td> </tr> <tr> <td>Q J</td><td>K</td><td>10 9</td><td>K</td><td>Q J 10 9</td> </tr> <tr> <td>J 10</td><td>Q</td><td>10 9</td><td>Q</td><td>J 10 x Q 10 9 8</td> </tr> <tr> <td>K Q</td><td>10 9</td><td>J</td><td>10 9 x</td><td>10 9 8 x</td> </tr> </table> <p>Length Leads:</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>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	A K	10 9	A K	J x	A Q J x	K Q	K J	10 9	A	10 9 8	Q J	K	10 9	K	Q J 10 9	J 10	Q	10 9	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 checked="" type="checkbox"/> <input type="checkbox"/></p> <p>Except <input type="checkbox"/></p> <p>Upside-Down Count <input type="checkbox"/> <input checked="" type="checkbox"/></p> <p>Upside-Down Attitude <input type="checkbox"/> <input checked="" type="checkbox"/></p> <p>FIRST DISCARD</p> <p>Lavinthal <input type="checkbox"/> <input checked="" type="checkbox"/></p> <p>Odd/Even <input type="checkbox"/> <input checked="" type="checkbox"/></p> <p>OTHER CARDING</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>DESCRIBE</p> <p>2♣ 11 to 15 HCP</p> <p>Strong <input type="checkbox"/> Other <input type="checkbox"/></p> <p>2♦ Response: Neg <input type="checkbox"/> Waiting <input checked="" type="checkbox"/></p> <p>2♦ 11 to 15 HCP 0 or 1 D</p> <p>Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input checked="" type="checkbox"/></p> <p>2♥ 6 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♠ 6 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>OTHER CONV CALLS: New Minor Forcing <input type="checkbox"/> 2-Way NMF <input checked="" 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																																		
A K	10 9	A K	J x	A Q J x																																		
K Q	K J	10 9	A	10 9 8																																		
Q J	K	10 9	K	Q J 10 9																																		
J 10	Q	10 9	Q	J 10 x Q 10 9 8																																		
K Q	10 9	J	10 9 x	10 9 8 x																																		
<p>SPECIAL CARDING <input type="checkbox"/> PLEASE ASK</p>		<p>TRANSFER RESPONSES:</p> <p>Jacoby <input checked="" type="checkbox"/> Texas <input checked="" type="checkbox"/></p> <p>3♠ -> 4C _____</p> <p>Smolen _____</p> <p>3NT _____ to _____</p> <p>Conventional NT Openin</p>																																				

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