

<p>SPECIAL DOUBLES After Overcall: <u>Penalty</u> <input type="checkbox"/> <u>honor db ->3H</u> Negative <input checked="" type="checkbox"/> thru <u>3H</u> Responsive: <input checked="" type="checkbox"/> thru <u>4H</u> Maximal <input checked="" type="checkbox"/> Support: <u>Dbl</u> <input checked="" type="checkbox"/> thru <u>2S</u> <u>Rdbl</u> <input checked="" type="checkbox"/> Card-showing <input checked="" type="checkbox"/> Min. Offshape T/O <input type="checkbox"/></p>	<p>NOTRUMP OVERCALLS Direct: <u>15</u> to <u>18</u> Systems on <input checked="" type="checkbox"/> <u>Conv.balance-jump-2n=19-21</u> Balance: <u>11</u> to <u>16</u> Jump to 2NT: Minors <input type="checkbox"/> 2 Lowest <input checked="" type="checkbox"/> <u>Conv.Sandwich PH</u></p>																																										
<p>SIMPLE OVERCALL 1-level <u>6</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 checked="" type="checkbox"/></p>	<p>DEFENSE VS NOTRUMP vs: <u>Strong 1NT</u> <u>Weak 1NT</u> <u>2♣ C+higher</u> <u>One suit</u> <u>2♦ D+higher</u> <u>H+S</u> <u>2♥ H</u> <u>H+minor</u> <u>2♠ S</u> <u>S+minor</u> <u>Dbl m or Both M</u> <u>penalty</u> Other: _____</p>																																										
<p>JUMP OVERCALL <u>Strong</u> <input type="checkbox"/> <u>Intermediate</u> <input type="checkbox"/> <u>Weak</u> <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 checked="" type="checkbox"/> <u>2NT Over</u> <u>Limit +</u> <u>Limit</u> <u>Weak</u> Majors <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Minors <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Other: _____</p>																																										
<p>OPENING PREEMPTS Sound <input checked="" type="checkbox"/> Light <input checked="" type="checkbox"/> Very Light <input type="checkbox"/> 3/4-bids <input checked="" type="checkbox"/> <u>Conv./Resp.</u></p>	<p>VS OPENING PREEMPT DOUBLE IS Takeout <input checked="" type="checkbox"/> thru <u>4H</u> <u>Penalty</u> <input type="checkbox"/> <u>Conv. Takeout:</u> _____ <u>Lebensohl 2NT Response</u> <input checked="" type="checkbox"/> Other: <u>Leaping Michaels</u></p>																																										
<p>DIRECT CUEBID Over: Minor <input type="checkbox"/> Major <input type="checkbox"/> Natural <input type="checkbox"/> Strong T/O <input type="checkbox"/> Michaels <input checked="" type="checkbox"/> mini-max <input checked="" type="checkbox"/></p>	<p>SLAM CONVENTIONS Gerber <input type="checkbox"/> 4NT: Blackwood <input type="checkbox"/> RKC <input type="checkbox"/> 1430 <input checked="" type="checkbox"/> <u>Minorwood, Specific K, Exclusive,</u> <u>all 1430</u> vs. Interference: DOPI <input type="checkbox"/> DEPO <input type="checkbox"/> Level: _____ ROPI <input type="checkbox"/></p>																																										
<p>LEADS (click card led, if not in bold) versus Suits versus Notrump <table style="font-family: monospace; font-size: small;"> <tr><td>x x</td><td>x x</td><td>x x</td><td>x x</td><td>x x</td><td>x x</td></tr> <tr><td>x x x</td><td>x x x</td><td>x x x</td><td>x x x</td><td>x x x</td><td>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><td>A 10 9 8</td><td>A 10 9 8</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><td>K Q 10 9</td><td>K Q 10 9</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><td>Q 10 9 8</td><td>Q 10 9 8</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><td>J 10 9 x</td><td>10 9 8 x</td></tr> <tr><td>K Q 10 9</td><td></td><td></td><td></td><td></td><td></td></tr> </table> 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"/> Attitude vs NT <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 x x	A K x	10 9 x	A K J x	A Q J x	A 10 9 8	A 10 9 8	K Q x	K J 10 x	A J 10 9	A 10 9 8	K Q 10 9	K Q 10 9	Q J x	K 10 9 x	K Q J x	K Q 10 9	Q 10 9 8	Q 10 9 8	J 10 x	Q 10 9 x	Q J 10 x	Q 10 9 8	J 10 9 x	10 9 8 x	K Q 10 9						<p>DEFENSIVE CARDING 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 type="checkbox"/> <input type="checkbox"/> Foster Echo <input type="checkbox"/> <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 x x																																						
A K x	10 9 x	A K J x	A Q J x	A 10 9 8	A 10 9 8																																						
K Q x	K J 10 x	A J 10 9	A 10 9 8	K Q 10 9	K Q 10 9																																						
Q J x	K 10 9 x	K Q J x	K Q 10 9	Q 10 9 8	Q 10 9 8																																						
J 10 x	Q 10 9 x	Q J 10 x	Q 10 9 8	J 10 9 x	10 9 8 x																																						
K Q 10 9																																											
<p>SPECIAL CARDING <input type="checkbox"/> PLEASE ASK</p>																																											

<p>GENERAL APPROACH</p>	
<p>Two Over One: Game Forcing <input checked="" type="checkbox"/> Game Forcing Except When Suit Rebid <input type="checkbox"/> VERY LIGHT: Openings <input type="checkbox"/> 3rd Hand <input checked="" type="checkbox"/> Overcalls <input type="checkbox"/> Preempts <input type="checkbox"/> FORCING OPENING: 1♠ <input type="checkbox"/> 2♠ <input checked="" type="checkbox"/> Natural 2 Bids <input type="checkbox"/> Other <input type="checkbox"/></p>	
<p>NOTRUMP OPENING BIDS</p>	
<p>1NT <u>14+</u> to <u>17</u> to _____ 5-Card Major Common <input checked="" type="checkbox"/> System On Over <u>x, 2C</u> <u>2♣ Stayman</u> <input checked="" type="checkbox"/> Puppet <input type="checkbox"/> <u>2♦ Transfer to ♥</u> <input checked="" type="checkbox"/> <u>Forcing Stayman</u> <input type="checkbox"/> <u>2♥ Transfer to ♠</u> <input checked="" type="checkbox"/> <u>2♠ ->C, 2N like</u> 2NT->D, 3C like</p>	<p><u>3♣ ask 5M, GF</u> <u>3♦ 5-5 minors, GF</u> <u>3♥ 5-5 major inv</u> <u>3♠ 5-5 major GF</u> <u>4+, 4♥ Transfer</u> <input checked="" type="checkbox"/> <u>Smolen</u> <input checked="" type="checkbox"/> <u>Lebensohl</u> <input checked="" type="checkbox"/> (<u>fast denies</u>) Negative Double <input checked="" type="checkbox"/> <u>2</u></p>
<p>MAJOR OPENING</p>	
<p>Expected Min. Length 4 5 1st/2nd <input type="checkbox"/> <input checked="" type="checkbox"/> 3rd/4th <input checked="" 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 type="checkbox"/> Splinter <input checked="" type="checkbox"/> Other: _____ <u>1NT: Forcing</u> <input checked="" type="checkbox"/> <u>Semi-forcing</u> <input type="checkbox"/> <u>2NT: Forcing</u> <input checked="" type="checkbox"/> <u>Inv.</u> <input type="checkbox"/> <u>to</u> _____ <u>3NT: 3 tobal</u> <u>Drury</u> <input checked="" type="checkbox"/> : <u>Reverse</u> <input checked="" type="checkbox"/> <u>2-Way</u> <input checked="" type="checkbox"/> <u>Fit</u> <input checked="" type="checkbox"/> Other: <u>Rev Bergen, 2way nmf.</u></p>	
<p>MINOR OPENING</p>	
<p>Expected Min. Length 4 3 <u>NF 0-2 Conv.</u> 1♠ <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> 1♦ <input type="checkbox"/> <input checked="" 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: <u>J/S in other minor</u> <input checked="" type="checkbox"/> <u>Single raise</u> <input checked="" type="checkbox"/> Other: <u>limited</u> Frequently bypass 4+ <input checked="" type="checkbox"/> <u>1NT/1♠: 6 to 10</u> <u>2NT: Forcing</u> <input type="checkbox"/> <u>Inv.</u> <input checked="" type="checkbox"/> <u>11 to 12</u> <u>3NT: 13 to 15</u> Other: <u>1C-2D, 1D-3C=GF raise m</u></p>	
<p>DESCRIBE</p>	
<p><u>2♣ 22+</u> to _____ HCP <u>9 tricks</u> Strong <input checked="" type="checkbox"/> Other <input type="checkbox"/> <u>2♦ Response: Neg</u> <input type="checkbox"/> <u>Waiting</u> <input type="checkbox"/> <u>2♦ 5</u> to <u>10</u> HCP Natural: Weak <input type="checkbox"/> <u>Intermediate</u> <input type="checkbox"/> <u>Strong</u> <input type="checkbox"/> <u>Conv</u> <input type="checkbox"/> <u>2♥ 5</u> to <u>10</u> HCP Natural: Weak <input type="checkbox"/> <u>Intermediate</u> <input type="checkbox"/> <u>Strong</u> <input type="checkbox"/> <u>Conv</u> <input type="checkbox"/> <u>2♠ 5</u> to <u>10</u> HCP Natural: Weak <input type="checkbox"/> <u>Intermediate</u> <input type="checkbox"/> <u>Strong</u> <input type="checkbox"/> <u>Conv</u> <input type="checkbox"/></p>	<p>RESPONSES/REBIDS <u>2D/2H=0-1 Ctr (2d=NGF)</u> <u>2S=2, 2N=3 Ctrl, ...</u> <u>DR1P2</u> <u>ogust</u> 2NT Force <input checked="" type="checkbox"/> <u>New Suit NF</u> <input checked="" type="checkbox"/> <u>ogust</u> 2NT Force <input checked="" type="checkbox"/> <u>New Suit NF</u> <input checked="" type="checkbox"/> <u>ogust</u> 2NT Force <input checked="" type="checkbox"/> <u>New Suit NF</u> <input checked="" type="checkbox"/></p>
<p>OTHER CONV CALLS: <u>New Minor Forcing</u> <input checked="" type="checkbox"/> <u>2-Way NMF</u> <input type="checkbox"/> Weak jump shifts: In Comp. <input checked="" type="checkbox"/> <u>Not In Comp.</u> <input checked="" type="checkbox"/> <u>4th Suit Forcing: 1 Round</u> <input type="checkbox"/> <u>To Game</u> <input checked="" type="checkbox"/> <u>Western Cue, CRASH vs strong 1C, un vs un</u> <u>1M-(x): 2C=4/LR, 2D=4/MR, 2N=3/LR+.</u></p>	