

<p>SPECIAL DOUBLES After Overcall: Penalty <input type="checkbox"/> _____ Negative <input checked="" type="checkbox"/> thru 4D Responsive: <input checked="" type="checkbox"/> thru 2S _____ Maximal <input type="checkbox"/> Support: Dbl <input checked="" type="checkbox"/> thru 2S3S extras _____ Rdbl <input checked="" type="checkbox"/> Card-showing <input type="checkbox"/> Min. Offshape T/O <input type="checkbox"/> 1SP2C2D X=Penalty</p> <p>SIMPLE OVERCALL 1-level 8 _____ to 16 _____ 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>JUMP OVERCALL Strong <input type="checkbox"/> Intermediate <input type="checkbox"/> Weak <input checked="" type="checkbox"/></p> <p>OPENING PREEMPTS Sound Light Very Light 3/4-bids <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Conv./Resp. _____</p> <p>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"/> Min 5-10HCP, Max 17+HCP</p> <p>SLAM CONVENTIONS Gerber <input checked="" type="checkbox"/> 4NT: Blackwood <input checked="" type="checkbox"/> RKC <input checked="" type="checkbox"/> 1430 <input checked="" type="checkbox"/> Gerber 1N-4C, 2 Club Inter P=- Pos. Dbl = Neg, 5N number of king Exclusion Blackwood vs. Interference: DOPI <input checked="" type="checkbox"/> DEPO <input type="checkbox"/> Level: Next 2 _____ ROPI <input type="checkbox"/></p> <p>LEADS (click card led, if not in bold) versus Suits versus Notrump 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 10 9 8 x Length Leads: 4th Best vs Suits <input 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"/> Primary signal to partner's leads Attitude <input checked="" type="checkbox"/> Count <input type="checkbox"/> Suit Preference <input type="checkbox"/></p>	<p>NOTRUMP OVERCALLS Direct: 15 _____ to 18 _____ Systems on <input checked="" type="checkbox"/> Conv. _____ Balance: 12 _____ to 14 _____ Jump to 2NT: Minors <input type="checkbox"/> 2 Lowest <input checked="" type="checkbox"/> Conv. _____</p> <p>DEFENSE VS NOTRUMP vs: Capp _____ 2♠ Six card suit _____ 2♥ H & S _____ 2♥ H & Minor _____ 2♠ S & Minor _____ Dbl Penalty _____ Other: 2N minors _____</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"/> 2NT Over Limit + Limit Weak Majors <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Minors <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Other: (2N over minor natural) _____</p> <p>VS OPENING PREEMPT DOUBLE IS Takeout <input checked="" type="checkbox"/> thru 4D _____ Penalty <input type="checkbox"/> Conv. Takeout: _____ Lebensohl 2NT Response <input checked="" type="checkbox"/> Other: _____</p> <p>DEFENSIVE CARDING vs Suits vs NT Standard: <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> Except <input type="checkbox"/> _____ Upside-Down Count <input type="checkbox"/> <input type="checkbox"/> Upside-Down Attitude <input type="checkbox"/> <input type="checkbox"/> FIRST DISCARD Lavinthal <input type="checkbox"/> <input checked="" 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>
SPECIAL CARDING <input type="checkbox"/> PLEASE ASK	

NAMES	
GENERAL APPROACH	
2/1 _____	
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 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"/>	
NOTRUMP OPENING BIDS	
1NT _____	3♠ 6C inv 7-10HCP _____
15 _____ to 17 _____	3♠ 6D Inv 7-10HCP _____
_____ to _____	3♥ 6H 16+HCP _____
5-Card Major Common <input type="checkbox"/>	3♠ 6S 16+HCP _____
System On Over Dbl, 2C _____	(3 lev shows 2 of 3)
2♣ Stayman <input checked="" type="checkbox"/> Puppet <input type="checkbox"/>	
2♦ Transfer to ♥ <input checked="" type="checkbox"/>	4♦, 4♥ Transfer <input checked="" type="checkbox"/>
Forcing Stayman <input type="checkbox"/>	Smolen <input checked="" type="checkbox"/>
2♥ Transfer to ♠ <input checked="" type="checkbox"/>	Lebensohl (____ denies)
2♠ Transfer to Club _____	Negative Double <input type="checkbox"/> _____
2NT Transfer to Diam _____	
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 checked="" type="checkbox"/> Weak <input 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: _____	
1NT: Forcing <input checked="" type="checkbox"/> Semi-forcing <input type="checkbox"/> 2NT: Forcing <input type="checkbox"/> Inv. <input type="checkbox"/> _____ to _____ 3NT: 13 _____ to 16 _____ Drury <input type="checkbox"/> : Reverse <input type="checkbox"/> 2-Way <input checked="" type="checkbox"/> Fit <input type="checkbox"/> Other: Invitational Jumps _____	
MINOR OPENING	
Expected Min. Length 4 3 NF 0-2 C	
1♠ <input type="checkbox"/> <input type="checkbox"/>	
1♦ <input type="checkbox"/> <input type="checkbox"/>	
RESPONSES	
Double Raise: Force <input type="checkbox"/> Inv. <input checked="" type="checkbox"/> Weak <input type="checkbox"/> After Overcall: Force <input type="checkbox"/> Inv. <input type="checkbox"/> Weak <input type="checkbox"/> Forcing Raise: J/S in other minor <input type="checkbox"/> Single raise <input type="checkbox"/> Other: _____ Frequently bypass 4+♦ <input type="checkbox"/> 1NT/1♠: 6 _____ to 10 _____ 2NT: Forcing <input type="checkbox"/> Inv. <input checked="" type="checkbox"/> 11 _____ to 12 _____ 3NT: 13 _____ to 16 _____ Other: 2 of Major 17+ _____	
DESCRIBE	
2♠ 22+ to _____ HCP _____	RESPONSES/RE
Strong <input type="checkbox"/> Other <input type="checkbox"/>	2H - Bust <4
2♠ Response: Neg <input type="checkbox"/> Waiting <input checked="" type="checkbox"/>	NS 5 cds (2 of top 3)
2♦ 5 _____ to 10 _____ HCP _____	2N - Hearts
Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/>	2NT Force <input checked="" type="checkbox"/> New Suit
2♥ 5 _____ to 10 _____ HCP _____	
Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/>	2NT Force <input checked="" type="checkbox"/> New Suit
2♠ 5 _____ to 10 _____ HCP _____	
Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/>	2NT Force <input checked="" type="checkbox"/> New Suit
OTHER CONV CALLS: New Minor Forcing <input checked="" 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 checked="" type="checkbox"/> Reverse 17+ min 5-4 forcing 1 rd Single raise construct (8-10 over major), Checkback stay over 2N	

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