

<p>SPECIAL DOUBLES</p> <p>After Overcall: Penalty <input type="checkbox"/></p> <p>Negative <input type="checkbox"/> thru 4H</p> <p>Responsive: <input type="checkbox"/> thru 4H <input type="checkbox"/> thru 4H Maximal <input type="checkbox"/></p> <p>Support: Dbl <input type="checkbox"/> thru 3H <input type="checkbox"/> thru 3H 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 type="checkbox"/></p> <p>Conv. _____</p> <p>Balance: 12 to 15</p> <p>Jump to 2NT: Minors <input type="checkbox"/> 2 Lowest <input type="checkbox"/></p> <p>Conv. Bal Jump 2N=19-21 Sys On</p>	<p>NAMES: Jerry Clerkin and John Hinton</p> <p>GENERAL APPROACH</p> <p>Precision with 2/1 Major GF</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 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 18 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"/> NConst <input type="checkbox"/> NF <input type="checkbox"/></p> <p>Jump Raise: Forcing <input type="checkbox"/> Inv. <input type="checkbox"/> Weak <input type="checkbox"/></p> <p>Transfers _____</p>	<p>DEFENSE VS NOTRUMP</p> <p>vs: Strong _____ Weak _____</p> <p>2♣ D or Maj/Min _____ H&S _____</p> <p>2♦ H&S _____ H _____</p> <p>2♥ H _____ S _____</p> <p>2♠ S _____ 4S, 6C/D _____</p> <p>Dbl Penalty _____ Penalty _____</p> <p>Other: Weak 2N=4H, 6C/D</p>	<p>NOTRUMP OPENING BIDS</p> <p>1NT _____</p> <p>14 to 16 _____</p> <p>_____ to _____</p> <p>5-Card Major Common <input type="checkbox"/></p> <p>System On Over 2C, Art X _____</p> <p>2♣ Stayman <input type="checkbox"/> Puppet <input type="checkbox"/></p> <p>2♦ Transfer to ♠ <input type="checkbox"/></p> <p>_____ Forcing Stayman <input type="checkbox"/></p> <p>2♥ Transfer to ♠ <input type="checkbox"/></p> <p>2♠ Transfer to C _____</p> <p>2NT Transfer to D _____</p>				
<p>JUMP OVERCALL</p> <p>Strong <input type="checkbox"/> Intermediate <input type="checkbox"/> Weak <input type="checkbox"/></p>	<p>OVER OPP'S T/O DOUBLE</p> <p>New Suit Forcing: 1-level <input 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 type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/></p> <p>Minors <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/></p> <p>Other: Transfers _____</p>	<p>3♣ Puppet _____</p> <p>3♦ 5/5 minors ST _____</p> <p>3♥ 13(54) _____</p> <p>3♠ 31(54) _____</p> <p>4♦ Transfer <input type="checkbox"/></p> <p>Stolen <input type="checkbox"/></p> <p>Lebensohl (Fast denies) _____</p> <p>Negative Double <input type="checkbox"/></p> <p>DONT over Penalty X _____</p>				
<p>OPENING PREEMPTS</p> <p>Sound _____ Light _____ Very Light _____</p> <p>3/4-bids _____</p> <p>Conv./Resp. _____</p>	<p>VS OPENING PREEMPT DOUBLE IS</p> <p>Takeout <input type="checkbox"/> thru 4S _____ Penalty <input type="checkbox"/></p> <p>Conv. Takeout: _____</p> <p>Lebensohl 2NT Response <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 type="checkbox"/></p> <p>3rd/4th <input type="checkbox"/> <input type="checkbox"/></p> <p>RESPONSES</p> <p>Double Raise: Force <input type="checkbox"/> Inv. <input type="checkbox"/> Weak <input type="checkbox"/></p> <p>After Overcall: Force <input type="checkbox"/> Inv. <input type="checkbox"/> Weak <input type="checkbox"/></p> <p>Conv. Raise: 2NT <input type="checkbox"/> 3NT <input type="checkbox"/> Splitter <input type="checkbox"/></p> <p>Other: 3D Mixed, 3C Invitational</p> <p>1NT: Forcing <input type="checkbox"/> Semi-forcing <input type="checkbox"/></p> <p>2NT: Forcing <input type="checkbox"/> Inv. <input type="checkbox"/> to _____</p> <p>3NT: 12 to 15 _____</p> <p>Orury <input type="checkbox"/> Reverse <input type="checkbox"/> 2-Way <input type="checkbox"/> Fit <input type="checkbox"/></p> <p>Other: 2C=3Fit, 2D=4Fit</p>				
<p>DIRECT CUEBID</p> <p>Over: Minor _____ Major _____</p> <p>Natural _____</p> <p>Strong T/O _____</p> <p>Michaels _____</p>	<p>SLAM CONVENTIONS Gerber <input type="checkbox"/> 4NT: Blackwood <input type="checkbox"/> RKC <input type="checkbox"/> 1430 <input type="checkbox"/></p> <p>5N=Cheapest King</p> <p>vs. Interference: DOPI <input type="checkbox"/> DEPO <input type="checkbox"/> Level: _____</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 type="checkbox"/> <input type="checkbox"/></p> <p>1♦ <input type="checkbox"/> <input 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 type="checkbox"/></p> <p>After Overcall: Force <input type="checkbox"/> Inv. <input type="checkbox"/> Weak <input type="checkbox"/></p> <p>Forcing Raise: J/S in other minor <input type="checkbox"/></p> <p>Single raise <input type="checkbox"/> Other: _____</p> <p>Frequently bypass 4+ <input type="checkbox"/></p> <p>1NT/1♣: _____ to _____</p> <p>2NT: Forcing <input type="checkbox"/> Inv. <input type="checkbox"/> 13 to 15 _____</p> <p>3NT: 16 to 18 _____</p> <p>Other: Conventional over 1C</p>				
<p>LEADS (click card led, if not in bold)</p> <table style="width:100%; border-collapse: collapse;"> <tr> <td style="width:33%;"> <p>versus Suits</p> <p>x x x</p> <p>x x x</p> <p>A K x</p> <p>K Q x</p> <p>Q J x</p> <p>J 10 x</p> <p>K Q 10 9</p> </td> <td style="width:33%;"> <p>versus Notrump</p> <p>x x x</p> <p>x x x</p> <p>A K J x</p> <p>A 10 9 8</p> <p>K Q 10 9</p> <p>Q J 10 9 x</p> <p>J 10 9 x</p> </td> <td style="width:33%;"> <p>Length Leads:</p> <p>4th Best _____</p> <p>3rd/5th Best _____</p> </td> </tr> </table>	<p>versus Suits</p> <p>x x x</p> <p>x x x</p> <p>A K x</p> <p>K Q x</p> <p>Q J x</p> <p>J 10 x</p> <p>K Q 10 9</p>	<p>versus Notrump</p> <p>x x x</p> <p>x x x</p> <p>A K J x</p> <p>A 10 9 8</p> <p>K Q 10 9</p> <p>Q J 10 9 x</p> <p>J 10 9 x</p>	<p>Length Leads:</p> <p>4th Best _____</p> <p>3rd/5th Best _____</p>	<p>DEFENSIVE CARDING</p> <p>Standard: <input type="checkbox"/> <input type="checkbox"/></p> <p>Except <input type="checkbox"/> <input type="checkbox"/></p> <p>Upside-Down Count <input type="checkbox"/> <input type="checkbox"/></p> <p>Upside-Down Attitude <input type="checkbox"/> <input type="checkbox"/></p> <p>FIRST DISCARD</p> <p>Lavinthal <input type="checkbox"/> <input 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♣ 10 to 15 HCP 6+ Clubs</p> <p>Strong <input type="checkbox"/> Other <input type="checkbox"/></p> <p>2♠ Response: Neg <input type="checkbox"/> Waiting <input type="checkbox"/></p> <p>2♦ 10 to 15 HCP Short D</p> <p>Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/></p> <p>2♥ 5 to 9 HCP</p> <p>Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/></p> <p>2♠ 5 to 9 HCP</p> <p>Natural: Weak <input 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 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 type="checkbox"/> Reverse Flannery over 1D _____</p> <p>Mathe over 1C/2C, Un/Un (C=H)</p>	<p>RESPONSES/REBIDS</p> <p>2D, 2N, 3C</p> <p>2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/></p> <p>3C NF, 3D Inv Raise</p> <p>2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/></p> <p>3C NF, 3D Inv Raise</p> <p>2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/></p>
<p>versus Suits</p> <p>x x x</p> <p>x x x</p> <p>A K x</p> <p>K Q x</p> <p>Q J x</p> <p>J 10 x</p> <p>K Q 10 9</p>	<p>versus Notrump</p> <p>x x x</p> <p>x x x</p> <p>A K J x</p> <p>A 10 9 8</p> <p>K Q 10 9</p> <p>Q J 10 9 x</p> <p>J 10 9 x</p>	<p>Length Leads:</p> <p>4th Best _____</p> <p>3rd/5th Best _____</p>				
<p>SPECIAL CARDING <input type="checkbox"/> PLEASE ASK</p>						

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