

<b>SPECIAL DOUBLES</b> After Overcall: Penalty <input type="checkbox"/> Negative <input checked="" type="checkbox"/> thru 4H Responsive: <input checked="" type="checkbox"/> thru 3S Maximal <input type="checkbox"/> Support: Dbl <input checked="" type="checkbox"/> thru 2H Rdbl <input checked="" type="checkbox"/> Card-showing <input type="checkbox"/> Min. Offshape T/O <input type="checkbox"/>		<b>NOTRUMP OVERCALLS</b> Direct: 15 to 18 Systems on <input checked="" type="checkbox"/> Conv. Balance: 8 to 13 Jump to 2NT: Minors <input type="checkbox"/> 2 Lowest <input checked="" type="checkbox"/> Conv.		<b>GENERAL APPROACH</b> Precision with 2/1 GF 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 checked="" type="checkbox"/> Overcalls <input checked="" type="checkbox"/> Preempts <input checked="" type="checkbox"/> FORCING OPENING: 1♠ <input checked="" type="checkbox"/> 2♠ <input type="checkbox"/> Natural 2 Bids <input type="checkbox"/> Other <input type="checkbox"/>	
<b>SIMPLE OVERCALL</b> 1-level 8 to 15 HCP (usually) Often 4 cards <input checked="" type="checkbox"/> Very light style <input type="checkbox"/> <b>Responses</b> New Suit: Forcing <input type="checkbox"/> NF Const <input checked="" type="checkbox"/> NF <input type="checkbox"/> Jump Raise: Forcing <input type="checkbox"/> Inv. <input type="checkbox"/> Weak <input checked="" type="checkbox"/>		<b>DEFENSE VS NOTRUMP</b> vs: 14+ <14 2♠ H and another H & S 2♥ S and another D 2♥ H D 2♠ S H Dbl penalty sys on penalty sys on Other: 2N = minors		<b>NOTRUMP OPENING BIDS</b> 1NT 3♣ to play 14 to 16 3♦ 4144 or 4405 to 3♥ 4144 or 40(45) 5-Card Major Common <input checked="" type="checkbox"/> System On Over X and 2C 2♠ Stayman <input checked="" type="checkbox"/> Puppet <input type="checkbox"/> 2♥ Transfer to ♣ <input checked="" type="checkbox"/> Puppet <input type="checkbox"/> Forcing Stayman <input type="checkbox"/> 2♥ Transfer to ♠ <input checked="" type="checkbox"/> 2♠ range ask 2NT tasks for 5cdM 3♠ 1444 or 04(45) 3♥ relay to 3N 2NT 20 to 21 Puppet Stayman <input type="checkbox"/> <b>Transfer Responses:</b> Jacoby <input checked="" type="checkbox"/> Texas <input checked="" type="checkbox"/> 3♥ relay to 3N	
<b>JUMP OVERCALL</b> Strong <input type="checkbox"/> Intermediate <input type="checkbox"/> Weak <input checked="" type="checkbox"/> except 1C-2D = Michaels		<b>OVER OPP'S T/O DOUBLE</b> New Suit Forcing: 1-level <input type="checkbox"/> 2-level <input type="checkbox"/> Redouble implies no fit <input type="checkbox"/> 2NT Over Limit + Limit Weak Majors <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Minors <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Other: Fit showing over Majors		<b>MAJOR OPENING</b> Expected Min. Length 4 5 1st/2nd <input type="checkbox"/> <input checked="" type="checkbox"/> 3rd/4th <input type="checkbox"/> <input checked="" type="checkbox"/> <b>RESPONSES</b> 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 type="checkbox"/> Semi-forcing <input checked="" type="checkbox"/> 2NT: Forcing <input type="checkbox"/> Inv. <input type="checkbox"/> to 3NT: 12 to 15 Drury <input type="checkbox"/> Reverse <input type="checkbox"/> 2-Way <input type="checkbox"/> Fit <input type="checkbox"/> Other: Fit showing jumps	
<b>OPENING PREEMPTS</b> Sound <input type="checkbox"/> Light <input checked="" type="checkbox"/> Very Light <input type="checkbox"/> 3/4-bids <input type="checkbox"/> Conv./Resp.		<b>VS OPENING PREEMPT DOUBLE IS</b> Takeout <input checked="" type="checkbox"/> thru 4H Penalty <input type="checkbox"/> Conv. Takeout: Lebensohl 2NT Response <input checked="" type="checkbox"/> Other:		<b>MINOR OPENING</b> Expected Min. Length 4 3 NF 0-2 Conv. 1♠ <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> 1♥ <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <b>RESPONSES</b> 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: J/S in other minor <input type="checkbox"/> Single raise <input checked="" type="checkbox"/> Other: Frequently bypass 4+ <input type="checkbox"/> 1NT/1♠: to 2NT: Forcing <input type="checkbox"/> Inv. <input type="checkbox"/> to 3NT: to Other:	
<b>DIRECT CUEBID</b> Over: Minor Major Natural <input type="checkbox"/> <input type="checkbox"/> Strong T/O <input type="checkbox"/> <input type="checkbox"/> Michaels <input type="checkbox"/> <input type="checkbox"/> 2C natural; 2D Michaels		<b>SLAM CONVENTIONS</b> Gerber <input checked="" type="checkbox"/> 4NT: Blackwood <input type="checkbox"/> RKC <input checked="" type="checkbox"/> 1430 <input type="checkbox"/> Specific Kings, Exclusion RKC, minorwood, 4S RKC for H		<b>VS. Interference:</b> DOPI <input checked="" type="checkbox"/> DEPO <input type="checkbox"/> Level: ROPI <input type="checkbox"/>	
<b>LEADS</b> (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 J 10 9 x 10 9 8 x		<b>DEFENSIVE CARDING</b> Standard: <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"/> <b>FIRST DISCARD</b> Lavinthal <input type="checkbox"/> <input type="checkbox"/> Odd/Even <input type="checkbox"/> <input type="checkbox"/>		<b>DESCRIBE</b> 2♠ 10 to 15 HCP 6+ clubs Strong <input type="checkbox"/> Other <input type="checkbox"/> 2♥ Response: Neg <input type="checkbox"/> Waiting <input type="checkbox"/> 2♠ 10 to 15 HCP 3 suits, short diamonds Natural: Weak <input type="checkbox"/> Intermediate <input checked="" type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/> 2♥ 5 to 10 HCP 5-6 card suit Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/> 2♠ 5 to 10 HCP 5-6 card suit Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/>	
<b>Length Leads:</b> 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		<b>OTHER CARDING</b> 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"/>		<b>RESPONSES/REBIDS</b> 2D asking 2N forcing 2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/> Mod Ogust, RONF 2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/> Mod Ogust, RONF 2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/>	
<b>Primary signal to partner's leads</b> Attitude <input checked="" type="checkbox"/> Count <input type="checkbox"/> Suit Preference <input type="checkbox"/>		<b>SPECIAL CARDING</b> <input type="checkbox"/> PLEASE ASK		<b>OTHER CONV CALLS:</b> New Minor Forcing <input type="checkbox"/> 2-Way NMF <input checked="" 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"/> Suction over strong 1C, 2C; WQ partial; Sandwich NT PH; Un/Un; 2H/1D & 2S/1D shows 5S/4+H	

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