

<p><b>SPECIAL DOUBLES</b>                  After Overcall: Penalty <input type="checkbox"/> _____                  Negative <input type="checkbox"/> thru 3+                  Responsive: <input type="checkbox"/> thru 4♥ _____ Maximal <input type="checkbox"/>                  Support: Dbl <input type="checkbox"/> thru 2♠ _____ Rdbl <input type="checkbox"/>                  Card-showing <input type="checkbox"/> Min. Offshape T/O <input type="checkbox"/></p> <p><b>SIMPLE OVERCALL</b>                  1-level 7 to 18 HCP (usually)                  Often 4 cards <input type="checkbox"/> Very light style <input type="checkbox"/>  <b>Responses</b>                  New Suit: Forcing <input type="checkbox"/> NFConst <input type="checkbox"/> NF <input type="checkbox"/>                  Jump Raise: Forcing <input type="checkbox"/> Inv. <input type="checkbox"/> Weak <input type="checkbox"/></p> <p><b>JUMP OVERCALL</b>                  Strong <input type="checkbox"/> Intermediate <input type="checkbox"/> Weak <input type="checkbox"/></p> <p><b>OPENING PREEMPTS</b>                  Sound <input type="checkbox"/> Light <input type="checkbox"/> Very Light <input type="checkbox"/>                  3/4-bids <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>                  Conv./Resp. _____</p> <p><b>DIRECT CUEBID</b>                  Over: Minor <input type="checkbox"/> Major <input type="checkbox"/>                  Natural <input type="checkbox"/>                  Strong T/O <input type="checkbox"/>                  Michaels <input type="checkbox"/> <input type="checkbox"/></p> <p><b>SLAM CONVENTIONS</b> Gerber <input type="checkbox"/> 4NT: Blackwood <input type="checkbox"/> RKC <input type="checkbox"/> 1430 <input type="checkbox"/>                  vs. Interference: DOPI <input type="checkbox"/> DEPO <input type="checkbox"/> Level: _____ ROPI <input type="checkbox"/></p> <p><b>LEADS</b> (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                  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</p> <p><b>Length Leads:</b>                  4th Best vs Suits <input type="checkbox"/> vs NT <input type="checkbox"/>                  3rd/5th Best vs Suits <input type="checkbox"/> vs NT <input type="checkbox"/></p> <p><b>Primary signal to partner's leads</b>                  Attitude <input type="checkbox"/> Count <input type="checkbox"/> Suit Preference <input type="checkbox"/></p>	<p><b>NOTRUMP OVERCALLS</b>                  Direct: 15 to 18 Systems on <input type="checkbox"/>                  Conv. _____                  Balance: 11 to 14                  Jump to 2NT: Minors <input type="checkbox"/> 2 Lowest <input type="checkbox"/>                  Conv. _____</p> <p><b>DEFENSE VS NOTRUMP</b>                  vs: Strong _____ Weak _____                  2♠ ♣ + Major _____ Majors _____                  2♥ ♦ + Major _____ Single Suit _____                  2♥ ♥ _____ ♥ + minor _____                  2♠ ♠ _____ ♠ + minor _____                  Dbl m or 2M _____ equal value _____                  Other: Meckwell _____                  Inv Landy _____</p> <p><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 type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>                  Minors <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>                  Other: _____</p> <p><b>VS OPENING PREEMPT DOUBLE IS</b>                  Takeout <input type="checkbox"/> thru 4♥ _____ Penalty <input type="checkbox"/>                  Conv. Takeout: _____                  Lebensohl 2NT Response <input type="checkbox"/>                  Other: Xfer Leb _____</p>	<p><b>NAMES</b> Hugh &amp; Klirk</p> <p><b>GENERAL APPROACH</b>                  2 over 1                  Two Over One: Game Forcing <input 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 type="checkbox"/> Natural 2 Bids <input type="checkbox"/> Other <input type="checkbox"/></p> <p><b>NOTRUMP OPENING BIDS</b>                  1NT _____ 3♣ Invitational _____ 2NT 20 to 21 _____                  15 to 17 _____ 3♥ Invitational _____ Puppet Stayman <input type="checkbox"/>                  _____ to _____ 3♥ 5=5 Invitational _____ Transfer Responses:                  5-Card Major Common <input type="checkbox"/> 3♠ 5=5 Forcing _____ Jacoby <input type="checkbox"/> Texas <input type="checkbox"/>                  System On Over X, 2♣ _____ 3♠ Minor Suit Stayman _____                  2♠ Stayman <input type="checkbox"/> Puppet <input type="checkbox"/>                  2♥ Transfer to ♥ <input type="checkbox"/> 4♥ 4♥ Transfer <input type="checkbox"/>                  Forcing Stayman <input type="checkbox"/> Smolen <input type="checkbox"/>                  2♥ Transfer to ♠ <input type="checkbox"/> Lebensohl <input type="checkbox"/> (Fast denies)                  2♠ Relay to ♣ _____ Negative Double <input type="checkbox"/> _____                  2NT Relay to ♦ _____ Xfer Leb _____</p> <p><b>MAJOR OPENING</b>                  Expected Min. Length 4 5                  1st/2nd <input type="checkbox"/> <input type="checkbox"/>                  3rd/4th <input type="checkbox"/> <input type="checkbox"/></p> <p><b>MINOR OPENING</b>                  Expected Min. Length 4 3 NF 0-2 Conv.                  1♣ <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>                  1♦ <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/></p> <p><b>RESPONSES</b>                  Double Raise: Force <input type="checkbox"/> Inv. <input type="checkbox"/> Weak <input type="checkbox"/>                  After Overcall: Force <input type="checkbox"/> Inv. <input type="checkbox"/> Weak <input type="checkbox"/>                  Conv. Raise: 2NT <input type="checkbox"/> 3NT <input type="checkbox"/> Splinter <input type="checkbox"/>                  Other: Bergen, Jacoby _____                  1NT: Forcing <input type="checkbox"/> Semi-forcing <input type="checkbox"/>                  2NT: Forcing <input type="checkbox"/> Inv. <input type="checkbox"/> to _____                  3NT: _____ to _____                  Drury <input type="checkbox"/> : Reverse <input type="checkbox"/> 2-Way <input type="checkbox"/> Fit <input type="checkbox"/>                  Other: _____</p> <p><b>RESPONSES</b>                  Double Raise: Force <input type="checkbox"/> Inv. <input 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 type="checkbox"/> 11 to 12 _____                  3NT: 15 to 17 _____                  Other: _____</p> <p><b>DESCRIBE</b>                  2♣ 22 to _____ HCP 8 1/2 tricks balanced _____                  Strong <input type="checkbox"/> Other <input type="checkbox"/>                  2♦ Response: Neg <input type="checkbox"/> Waiting <input type="checkbox"/>                  2♥ 11 to 15 HCP Flannery _____                  Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/>                  2♥ 6 to 11 HCP _____                  Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/>                  2♠ 6 to 11 HCP _____                  Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/></p> <p><b>RESPONSES/REBIDS</b>                  cheaper minor _____                  Fragment _____                  2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>                  Ogust (suit 1st) _____                  2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>                  Ogust (suit 1st) _____                  2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/></p> <p><b>OTHER CONV CALLS:</b> New Minor Forcing <input 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 type="checkbox"/>                  Equal value conversion, Unusual vs unusual _____</p>
<p><b>SPECIAL CARDING <input type="checkbox"/> PLEASE ASK</b></p>		

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