

<p><b>SPECIAL DOUBLES</b></p> <p>After Overcall: <b>Penalty</b> <input type="checkbox"/> _____</p> <p>Negative <input checked="" type="checkbox"/> thru 4H</p> <p>Responsive: <input checked="" type="checkbox"/> thru 4H _____ Maximal <input checked="" type="checkbox"/></p> <p>Support: <b>Dbi</b> <input checked="" type="checkbox"/> thru 2H _____ <b>Rdbl</b> <input checked="" type="checkbox"/></p> <p>Card-showing <input type="checkbox"/> Min. Offshape T/O <input type="checkbox"/></p>	<p><b>NOTRUMP OVERCALLS</b></p> <p>Direct: 15_ to 18_ Systems on <input checked="" type="checkbox"/></p> <p>Conv. <b>XX</b> forces 2C, _____</p> <p>Balance: 10_ to 15_ _____</p> <p>Jump to 2NT: Minors <input type="checkbox"/> 2 Lowest <input checked="" type="checkbox"/></p> <p>Conv. _____</p>	<p><b>NAMES</b> Dan &amp; Linda Friedman</p> <p style="text-align: center;"><b>GENERAL APPROACH</b></p> <p>2 over 1 _____</p> <p>Two Over One: Game Forcing <input checked="" type="checkbox"/> Game Forcing Except When Suit Rebid <input type="checkbox"/></p> <p>VERY LIGHT: Openings <input checked="" type="checkbox"/> 3rd Hand <input checked="" type="checkbox"/> Overcalls <input type="checkbox"/> Preempts <input type="checkbox"/></p> <p>FORCING OPENING: 1♣ <input type="checkbox"/> 2♣ <input checked="" type="checkbox"/> Natural 2 Bids <input type="checkbox"/> Other <input type="checkbox"/></p>																																																												
<p><b>SIMPLE OVERCALL</b></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 style="text-align: center;"><b>Responses</b></p> <p>New Suit: Forcing <input type="checkbox"/> NFConst <input checked="" type="checkbox"/> NF <input type="checkbox"/></p> <p>Jump Raise: Forcing <input type="checkbox"/> Inv. <input type="checkbox"/> Weak <input checked="" type="checkbox"/></p> <p>Jump Q = Mixed raise</p>	<p><b>DEFENSE VS NOTRUMP</b></p> <p>vs: <b>STRONG</b> _____ <b>WEAK</b> _____</p> <p>2♣ Clubs &amp; Higher _____ both Majors _____</p> <p>2♦ Diam &amp; Higher _____ One Major _____</p> <p>2♥ Hearts _____ Hearts &amp; Minor _____</p> <p>2♠ Spades _____ Spades &amp; Minor _____</p> <p>Dbi Meckwell _____ Points _____</p> <p>Other: _____</p>	<p><b>NOTRUMP OPENING BIDS</b></p> <p>1NT _____</p> <p>14+ to 17 _____</p> <p>_____ to _____</p> <p>5-Card Major Common <input checked="" type="checkbox"/></p> <p>System On Over <b>X</b>, 2clubs _____</p> <p>2♣ Stayman <input checked="" type="checkbox"/> Puppet <input type="checkbox"/></p> <p>2♦ Transfer to ♣ <input checked="" type="checkbox"/></p> <p>Forcing Stayman <input type="checkbox"/></p> <p>2♥ Transfer to ♠ <input checked="" type="checkbox"/></p> <p>2♠ Ask for Clubs _____</p> <p>2NT Ask for Diamonds _____ at 2 and 3 levels</p>																																																												
<p><b>JUMP OVERCALL</b></p> <p>Strong <input type="checkbox"/> Intermediate <input type="checkbox"/> Weak <input checked="" type="checkbox"/></p> <p>McCabe</p>	<p><b>OVER OPP'S T/O DOUBLE</b></p> <p>New Suit Forcing: 1-level <input checked="" type="checkbox"/> 2-level <input type="checkbox"/></p> <p>Redouble implies no fit <input checked="" type="checkbox"/></p> <p>2NT Over _____ Limit + _____ Limit _____ Weak _____</p> <p>Majors <input checked="" type="checkbox"/> _____</p> <p>Minors <input type="checkbox"/> _____</p> <p>Other: In m, jump to 3 = Limit</p>	<p><b>MAJOR OPENING</b></p> <p>Expected Min. Length 4 5</p> <p>1st/2nd <input type="checkbox"/> <input checked="" type="checkbox"/></p> <p>3rd/4th <input checked="" type="checkbox"/> <input checked="" type="checkbox"/></p> <p style="text-align: center;"><b>RESPONSES</b></p> <p>Double Raise: Force <input type="checkbox"/> Inv. <input type="checkbox"/> Weak <input checked="" type="checkbox"/></p> <p>After Overcall: Force <input type="checkbox"/> Inv. <input type="checkbox"/> Weak <input checked="" type="checkbox"/></p> <p>Conv. Raise: 2NT <input checked="" type="checkbox"/> 3NT <input type="checkbox"/> Splinter <input checked="" type="checkbox"/></p> <p>Other: <b>Jacoby, Bergen</b> _____</p>																																																												
<p><b>OPENING PREEMPTS</b></p> <p>Sound _____ Light _____ Very Light _____</p> <p>3/4-bids <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/></p> <p>Conv./Resp. <b>Preemptive Gerber</b> _____</p>	<p><b>VS OPENING PREEMPT DOUBLE IS</b></p> <p>Takeout <input checked="" type="checkbox"/> thru 4 Herts _____ Penalty <input type="checkbox"/></p> <p>Conv. Takeout: _____</p> <p>Lebensohl 2NT Response <input checked="" type="checkbox"/></p> <p>Other: _____</p>	<p><b>MINOR OPENING</b></p> <p>Expected Min. Length 4 3 NF 0-2 C</p> <p>1♣ <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/></p> <p>1♦ <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/></p> <p style="text-align: center;"><b>RESPONSES</b></p> <p>Double Raise: Force <input type="checkbox"/> Inv. <input type="checkbox"/> Weak <input checked="" type="checkbox"/></p> <p>After Overcall: Force <input type="checkbox"/> Inv. <input type="checkbox"/> Weak <input checked="" type="checkbox"/></p> <p>Forcing Raise: J/S in other minor <input type="checkbox"/></p> <p>Single raise <input checked="" type="checkbox"/> Other: _____</p>																																																												
<p><b>DIRECT CUEBID</b></p> <p>Over: Minor _____ Major _____</p> <p>Natural <input type="checkbox"/> _____</p> <p>Strong T/O <input type="checkbox"/> _____</p> <p>Michaels <input checked="" type="checkbox"/> <input checked="" type="checkbox"/></p>	<p><b>SLAM CONVENTIONS</b> Gerber <input type="checkbox"/> 4NT: Blackwood <input checked="" type="checkbox"/> RKC <input checked="" type="checkbox"/> 1430 <input type="checkbox"/></p> <p>3014, Minorwood</p>	<p><b>DESCRIBE</b></p> <p>2♣ _____ to _____ HCP <b>strong and artificial</b></p> <p>Strong <input type="checkbox"/> Other <input type="checkbox"/></p> <p>2♦ Response: Neg <input type="checkbox"/> Waiting <input checked="" type="checkbox"/></p> <p>2♦ 5_ to 10_ 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 10_ 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 10_ HCP _____</p> <p>Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/></p>																																																												
<p><b>LEADS</b> (click card led, if not in bold)</p> <p>versus Suits _____ versus Notrump _____</p> <table border="0" 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><td>x x</td><td>x x</td><td>x x</td><td>x x</td> </tr> <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><td>x x</td><td>x x</td><td>x x</td><td>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 K J x</td><td>A Q J x</td><td>A K J x</td><td>A Q J x</td><td>A K J x</td><td>A Q J x</td> </tr> <tr> <td>K Q x</td><td>K J 10 x</td><td>A J 10 9 A</td><td>10 9 8</td><td>K Q J x</td><td>K Q J x</td><td>K Q J x</td><td>K Q J x</td><td>K Q J x</td><td>K Q J x</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 x</td><td>J 10 x</td><td>J 10 x</td><td>J 10 x</td><td>J 10 x</td><td>J 10 x</td> </tr> <tr> <td>K Q 10 9</td><td>J 10 9 x</td><td>10 9 8 x</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td> </tr> </table> <p><b>Length Leads:</b></p> <p>4th Best vs Suits <input type="checkbox"/> vs NT <input checked="" type="checkbox"/></p> <p>3rd/5th Best vs Suits <input checked="" type="checkbox"/> vs NT <input type="checkbox"/></p> <p>Attitude vs NT <input type="checkbox"/></p> <p><b>Primary signal to partner's leads</b></p> <p>Attitude <input checked="" type="checkbox"/> Count <input type="checkbox"/> Suit Preference <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	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 K J x	A Q J x	A K J x	A Q J x	A K J x	A Q J x	K Q x	K J 10 x	A J 10 9 A	10 9 8	K Q J x	K Q J x	K Q J x	K Q J x	K Q J x	K Q J x	J 10 x	Q 10 9 x	Q J 10 x	Q 10 9 8	J 10 x	J 10 x	J 10 x	J 10 x	J 10 x	J 10 x	K Q 10 9	J 10 9 x	10 9 8 x								<p><b>DEFENSIVE CARDING</b></p> <p>Standard: _____ vs Suits vs NT <input type="checkbox"/> <input type="checkbox"/></p> <p>Except <input type="checkbox"/></p> <p>Upside-Down Count <input checked="" type="checkbox"/> <input checked="" type="checkbox"/></p> <p>Upside-Down Attitude <input checked="" type="checkbox"/> <input checked="" type="checkbox"/></p> <p><b>FIRST DISCARD</b></p> <p>Lavinthal <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/></p> <p>Odd/Even <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/></p> <p>Attitude <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/></p> <p><b>OTHER CARDING</b></p> <p>Smith Echo <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/></p> <p>Trump Suit Pref. <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/></p> <p>Foster Echo <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/></p>	<p><b>RESPONSES/RE</b></p> <p>2♣ _____ to _____ HCP <b>strong and artificial</b></p> <p>Strong <input type="checkbox"/> Other <input type="checkbox"/></p> <p>2♦ Response: Neg <input type="checkbox"/> Waiting <input checked="" type="checkbox"/></p> <p>2♦ 5_ to 10_ 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 10_ 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 10_ HCP _____</p> <p>Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <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	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 K J x	A Q J x	A K J x	A Q J x	A K J x	A Q J x																																																					
K Q x	K J 10 x	A J 10 9 A	10 9 8	K Q J x	K Q J x	K Q J x	K Q J x	K Q J x	K Q J x																																																					
J 10 x	Q 10 9 x	Q J 10 x	Q 10 9 8	J 10 x	J 10 x	J 10 x	J 10 x	J 10 x	J 10 x																																																					
K Q 10 9	J 10 9 x	10 9 8 x																																																												
<p><b>SPECIAL CARDING</b> <input type="checkbox"/> <b>PLEASE ASK</b></p>			<p><b>OTHER CONV CALLS:</b> New Minor Forcing <input type="checkbox"/> 2-Way NMF <input type="checkbox"/> XYZ _____</p> <p>Weak jump shifts: In Comp. <input checked="" type="checkbox"/> Not In Comp. <input type="checkbox"/></p> <p>4th Suit Forcing: 1 Round <input type="checkbox"/> To Game <input checked="" type="checkbox"/> unusual v. Unusual _____</p> <p>CRASH, FJSBPH, Wolf signoff _____</p>																																																											

Software by Bridge Base Online, LLC. - www.bridgebase.com