

<p>SPECIAL DOUBLES After Overcall: Penalty <input type="checkbox"/> Negative <input checked="" type="checkbox"/> thru 3s 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"/></p>	<p>NOTRUMP OVERCALLS Direct: 15 to 18 Systems on <input checked="" type="checkbox"/> Conv. _____ Balance: 11 to 16 Jump to 2NT: Minors <input type="checkbox"/> 2 Lowest <input checked="" type="checkbox"/> Conv. _____</p>	<p>NAMES Ray Miller and David Wright</p> <p>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"/></p>		
<p>SIMPLE OVERCALL 1-level 7+ to ___ 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"/> JQ = Ir Fit Jumps</p>	<p>DEFENSE VS NOTRUMP vs: Strong _____ Wk _____ 2♣ C + 1 _____ Minor or M/m _____ 2♦ D + M _____ Majors _____ 2♥ H+S _____ H _____ 2♠ S _____ S _____ Dbl 1 Suit _____ Penalty _____ Other: _____</p>	<p>NOTRUMP OPENING BIDS</p> <table style="width:100%;"> <tr> <td style="width:50%;"> 1NT _____ 15 to 17 _____ _____ to _____ 5-Card Major Common <input checked="" type="checkbox"/> System On Over X, 2c _____ 2♣ Stayman <input checked="" type="checkbox"/> Puppet <input type="checkbox"/> 2♦ Transfer to ♥ <input checked="" type="checkbox"/> Forcing Stayman <input type="checkbox"/> 2♥ Transfer to ♠ <input checked="" type="checkbox"/> 2♠ MSS or D Bust _____ 2NTC or 4-4-4-1 _____ </td> <td style="width:50%;"> 3♠ inv _____ 3♣ inv _____ 3♥ 3-1 (4+ 4+) _____ 3♠ 1-3 (4+ - 4+) _____ 4♦, 4♥ Transfer <input checked="" type="checkbox"/> Smolen <input checked="" type="checkbox"/> Lebensohl <input checked="" type="checkbox"/> (dir denies) Negative Double <input checked="" type="checkbox"/> 3L _____ MSSR _____ </td> </tr> </table>	1NT _____ 15 to 17 _____ _____ to _____ 5-Card Major Common <input checked="" type="checkbox"/> System On Over X, 2c _____ 2♣ Stayman <input checked="" type="checkbox"/> Puppet <input type="checkbox"/> 2♦ Transfer to ♥ <input checked="" type="checkbox"/> Forcing Stayman <input type="checkbox"/> 2♥ Transfer to ♠ <input checked="" type="checkbox"/> 2♠ MSS or D Bust _____ 2NTC or 4-4-4-1 _____	3♠ inv _____ 3♣ inv _____ 3♥ 3-1 (4+ 4+) _____ 3♠ 1-3 (4+ - 4+) _____ 4♦, 4♥ Transfer <input checked="" type="checkbox"/> Smolen <input checked="" type="checkbox"/> Lebensohl <input checked="" type="checkbox"/> (dir denies) Negative Double <input checked="" type="checkbox"/> 3L _____ MSSR _____
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<p>JUMP OVERCALL Strong <input type="checkbox"/> Intermediate <input type="checkbox"/> Weak <input checked="" type="checkbox"/></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 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: xfrs/ 1M x _____</p>	<p>MAJOR OPENING Expected Min. Length 4 5 1st/2nd <input type="checkbox"/> <input checked="" type="checkbox"/> 3rd/4th <input checked="" 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 checked="" type="checkbox"/> Splinter <input checked="" type="checkbox"/> Other: 3nt = COG _____ 1NT: Forcing <input checked="" type="checkbox"/> Semi-forcing <input type="checkbox"/> 2NT: Forcing <input type="checkbox"/> Inv. <input type="checkbox"/> to _____ 3NT: to _____ Drury <input checked="" type="checkbox"/> Reverse <input checked="" type="checkbox"/> 2-Way <input type="checkbox"/> Fit <input type="checkbox"/> Other: 3 way _____</p>		
<p>OPENING PREEMPTS Sound Light Very Light <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> Conv./Resp. _____</p>	<p>VS OPENING PREEMPT DOUBLE IS Takeout <input checked="" type="checkbox"/> thru _____ Penalty <input type="checkbox"/> Conv. Takeout: _____ Lebensohl 2NT Response <input checked="" type="checkbox"/> Other: Leaping Michaels _____</p>	<p>MINOR OPENING Expected Min. Length 4 3 NF 0-2 C 1♣ <input type="checkbox"/> <input checked="" type="checkbox"/> 1♦ <input type="checkbox"/> <input checked="" type="checkbox"/> RESPONSES 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 type="checkbox"/> Other: 1c-2d 1d-2s _____ Frequently bypass 4♦ <input checked="" type="checkbox"/> 1NT/1♠: 8 to 10 _____ 2NT: Forcing <input type="checkbox"/> Inv. <input checked="" type="checkbox"/> 11 to 12 _____ 3NT: 13 to 15 _____ Other: 2h = 5-4 5-9 _____</p>		
<p>DIRECT CUEBID Over: Minor Major Natural <input type="checkbox"/> <input checked="" type="checkbox"/> Strong T/O <input type="checkbox"/> <input type="checkbox"/> Michaels <input checked="" type="checkbox"/> <input type="checkbox"/></p>	<p>SLAM CONVENTIONS Gerber <input type="checkbox"/> 4NT: Blackwood <input type="checkbox"/> RKC <input type="checkbox"/> 1430 <input checked="" type="checkbox"/></p>	<p>DESCRIBE 2♣ 22 to 24 HCP Bal or 9+ tricks _____ Strong <input checked="" type="checkbox"/> Other <input type="checkbox"/> 2♦ Response: Neg <input type="checkbox"/> Waiting <input checked="" type="checkbox"/> 2♥ 5 to 10 HCP KB OGust McCabe _____ Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/> 2♥ 5 to 10 HCP KB OGust McCabe _____ Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/> 2♠ _____ to _____ HCP KB OGust McCabe _____ Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <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 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 checked="" type="checkbox"/> vs NT <input type="checkbox"/> Attitude vs NT <input type="checkbox"/></p>	<p>DEFENSIVE CARDING vs Suits vs NT Standard: <input type="checkbox"/> <input 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 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>	<p>RESPONSES/RI 2♣ 22 to 24 HCP Bal or 9+ tricks _____ Kokish Strong <input checked="" type="checkbox"/> Other <input type="checkbox"/> 2♦ Response: Neg <input type="checkbox"/> Waiting <input checked="" type="checkbox"/> Cheaper Minor 2♥ 5 to 10 HCP KB OGust McCabe _____ 2NT Force <input type="checkbox"/> New Su Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/> 2♥ 5 to 10 HCP KB OGust McCabe _____ 2NT Force <input type="checkbox"/> New Su Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/> 2♠ _____ to _____ HCP KB OGust McCabe _____ 2NT Force <input type="checkbox"/> New Su Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/></p>		
<p>SPECIAL CARDING <input type="checkbox"/> PLEASE ASK</p>			<p>OTHER CONV CALLS: New Minor Forcing <input type="checkbox"/> 2-Way NMF <input type="checkbox"/> XYZ _____ Weak jump shifts: In Comp. <input type="checkbox"/> Not In Comp. <input checked="" type="checkbox"/> 2 level _____ 4th Suit Forcing: 1 Round <input type="checkbox"/> To Game <input checked="" type="checkbox"/> IJS 3 level Mathe/strong C _____ xgr/2nt rebids Fit Jumps bph or in comp Nin-serious 3nt Lall _____</p>	

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