

SPECIAL DOUBLES After Overcall: Penalty <input type="checkbox"/> Negative <input type="checkbox"/> thru 3s Responsive: <input type="checkbox"/> thru 4d Maximal <input checked="" type="checkbox"/> Support: Dbl <input checked="" type="checkbox"/> thru 2M Rdbl <input checked="" type="checkbox"/> Card-showing <input checked="" type="checkbox"/> Min. Offshape T/O <input type="checkbox"/>		NOTRUMP OVERCALLS Direct: 15 to 18 Systems on <input checked="" type="checkbox"/> Conv. _____ Balance: 10 to 16 Jump to 2NT: Minors <input type="checkbox"/> 2 Lowest <input checked="" type="checkbox"/> Conv. size _____		GENERAL APPROACH NAMES: Rick Binder Alan Watson 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 checked="" type="checkbox"/> 2♠ <input type="checkbox"/> Natural 2 Bids <input type="checkbox"/> Other <input type="checkbox"/>	
SIMPLE OVERCALL 1-level 7 to 16 HCP (usually) Often 4 cards <input type="checkbox"/> Very light style <input type="checkbox"/> Responses New Suit: Forcing <input checked="" type="checkbox"/> NF Const <input type="checkbox"/> NF <input type="checkbox"/> Jump Raise: Forcing <input type="checkbox"/> Inv. <input type="checkbox"/> Weak <input checked="" type="checkbox"/>		DEFENSE VS NOTRUMP vs: strong _____ weak _____ 2♠ d or h&s _____ d or h&s _____ 2♥ h or s&c _____ h or s&c _____ 2♥ s or d&c _____ s or d&c _____ 2♠ c or d&h _____ c or d&c _____ Dbl c&h or d&s _____ penalty _____ Other: suction all levels		NOTRUMP OPENING BIDS 1NT _____ 3♠ minors invit _____ 2NT 20 to 21 _____ 15 to 17 _____ 3♥ minor game forcing _____ _____ to _____ 3♥ 13 (45) _____ 5-Card Major Common <input checked="" type="checkbox"/> 3♠ 31(45) _____ System On Over <input checked="" type="checkbox"/> 2c 2♠ Stayman <input checked="" type="checkbox"/> Puppet <input type="checkbox"/> 2♥ Transfer to ♥ <input checked="" type="checkbox"/> 4♥ Transfer <input checked="" type="checkbox"/> Forcing Stayman <input type="checkbox"/> Smolen <input checked="" type="checkbox"/> 2♥ Transfer to ♠ <input checked="" type="checkbox"/> Lebensohl <input checked="" type="checkbox"/> (FAs denies) 2♠ xfer club accept _____ Negative Double <input type="checkbox"/> 2NT xfer diamond acc _____	
JUMP OVERCALL Strong <input type="checkbox"/> Intermediate <input type="checkbox"/> Weak <input checked="" type="checkbox"/>		OVER OPP'S T/O DOUBLE New Suit Forcing: 1-level <input checked="" type="checkbox"/> 2-level <input checked="" 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: 2c 2d const raise in=c or d		MAJOR OPENING Expected Min. Length 4 5 1st/2nd <input type="checkbox"/> <input type="checkbox"/> 3rd/4th <input checked="" type="checkbox"/> <input 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"/> Conv. Raise: 2NT <input checked="" type="checkbox"/> 3NT <input checked="" type="checkbox"/> Splinter <input checked="" type="checkbox"/> Other: 3M+1 unspc void	
OPENING PREEMPTS Sound Light Very Light 3/4-bids <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> Conv./Resp. _____		VS OPENING PREEMPT DOUBLE IS Takeout <input type="checkbox"/> thru 4s Penalty <input type="checkbox"/> Conv. Takeout: _____ Lebensohl 2NT Response <input checked="" type="checkbox"/> Other: _____		MINOR OPENING Expected Min. Length 4 3 NF 0-2 Conv. 1♠ <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 1♥ <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input 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 checked="" type="checkbox"/> Other: inverted _____ Frequently bypass 4+ <input type="checkbox"/> 1NT/1♠: 5 to 10 _____ 2NT: Forcing <input type="checkbox"/> Inv. <input checked="" type="checkbox"/> 10+ to 12 _____ 3NT: 13 to 15 _____ Other: splinter	
DIRECT CUEBID Over: Minor Major Natural <input type="checkbox"/> <input type="checkbox"/> Strong T/O <input type="checkbox"/> <input type="checkbox"/> Michaels <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> over 0-1 D, 2D=nat		SLAM CONVENTIONS Gerber <input type="checkbox"/> 4NT: Blackwood <input type="checkbox"/> RKC <input checked="" type="checkbox"/> 1430 <input checked="" type="checkbox"/> Kickback, exclusion 0, 1w/o, 1with, 2w/o, 2w 4c often kickback		vs. Interference: DOPI <input checked="" type="checkbox"/> DEPO <input checked="" type="checkbox"/> Level: 5 trump ROPI <input type="checkbox"/>	
LEADS (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 10 9 8 x Length Leads: 4th Best vs Suits <input type="checkbox"/> vs NT <input type="checkbox"/> 3rd/5th Best vs Suits <input checked="" type="checkbox"/> vs NT <input type="checkbox"/> Attitude vs NT <input checked="" type="checkbox"/>		DEFENSIVE CARDING Standard: <input type="checkbox"/> <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"/> FIRST DISCARD Lavinthal <input type="checkbox"/> <input type="checkbox"/> Odd/Even <input type="checkbox"/> <input type="checkbox"/> Upside down <input type="checkbox"/> <input type="checkbox"/> OTHER CARDING Smith Echo <input type="checkbox"/> <input type="checkbox"/> Trump Suit Pref. <input checked="" type="checkbox"/> Foster Echo <input type="checkbox"/> <input type="checkbox"/>		DESCRIBE 2♠ _____ to _____ HCP 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 Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/> 2♥ 5 to 10 HCP Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/> 2♠ 5 to 10 HCP Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/> OTHER CONV CALLS: 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 checked="" type="checkbox"/> except Berg Rev Flannery 4th Suit Forcing: 1 Round <input checked="" type="checkbox"/> To Game <input type="checkbox"/> U/U chpr Q cheaper suit McCabe suc over 1c2c1nt 2-way game try, spiral, 4cRKCM after preempt rev Flan eap non leap Michaels Ing over reverse over 0-1D 2dnat 2hMichael	
SPECIAL CARDING <input type="checkbox"/> PLEASE ASK					

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