

<p>SPECIAL DOUBLES 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 2S Rdbl <input type="checkbox"/> Card-showing <input type="checkbox"/> Min. Offshape T/O <input type="checkbox"/> Take out through 4♥</p>	<p>NOTRUMP OVERCALLS Direct: 15 to 18 Systems on <input checked="" type="checkbox"/> Conv. _____ Balance: 10 to 14 Jump to 2NT: Minors <input type="checkbox"/> 2 Lowest <input checked="" type="checkbox"/> Conv. _____</p>	<p>NAMES Ross/Dot _____</p> <p style="text-align: center;">GENERAL APPROACH</p> 2/1 Game forcing 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 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>SIMPLE OVERCALL 1-level 8 to 15 HCP (usually) Often 4 cards <input checked="" type="checkbox"/> Very light style <input checked="" type="checkbox"/> Responses 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"/> Cuebid is 1-round force</p>	<p>DEFENSE VS NOTRUMP vs: Modified DONT _____ 2♣ C + higher _____ 2♦ D + higher _____ 2♥ Hearts _____ 2♠ Spades _____ Dbl one minor or _____ Both majors _____ Other: 2NT = minors _____</p>	<p style="text-align: center;">NOTRUMP OPENING BIDS</p> <table style="width:100%;"> <tr> <td style="width:50%;">1NT _____</td> <td style="width:50%;">3♣ To play _____</td> </tr> <tr> <td>11 to 14 _____</td> <td>3♦ To play _____</td> </tr> <tr> <td>15 to 17 _____</td> <td>3♥ Invitational _____</td> </tr> <tr> <td>5-Card Major Common <input checked="" type="checkbox"/></td> <td>3♠ Invitational _____</td> </tr> <tr> <td>System On Over 2C/X _____</td> <td></td> </tr> <tr> <td>2♣ Stayman <input checked="" type="checkbox"/> Puppet <input type="checkbox"/></td> <td>4♦, 4♥ Transfer <input type="checkbox"/></td> </tr> <tr> <td>2♦ Transfer to ♥ <input checked="" type="checkbox"/></td> <td>Smolen <input type="checkbox"/></td> </tr> <tr> <td>Forcing Stayman <input checked="" type="checkbox"/></td> <td>Lebensohl <input checked="" type="checkbox"/> (fast denies)</td> </tr> <tr> <td>2♥ Transfer to ♠ <input checked="" type="checkbox"/></td> <td>Negative Double <input type="checkbox"/></td> </tr> <tr> <td>2♠ 3C/D _____</td> <td></td> </tr> <tr> <td>2NT Invitational _____</td> <td></td> </tr> </table>		1NT _____	3♣ To play _____	11 to 14 _____	3♦ To play _____	15 to 17 _____	3♥ Invitational _____	5-Card Major Common <input checked="" type="checkbox"/>	3♠ Invitational _____	System On Over 2C/X _____		2♣ Stayman <input checked="" type="checkbox"/> Puppet <input type="checkbox"/>	4♦, 4♥ Transfer <input type="checkbox"/>	2♦ Transfer to ♥ <input checked="" type="checkbox"/>	Smolen <input type="checkbox"/>	Forcing Stayman <input checked="" type="checkbox"/>	Lebensohl <input checked="" type="checkbox"/> (fast denies)	2♥ Transfer to ♠ <input checked="" type="checkbox"/>	Negative Double <input type="checkbox"/>	2♠ 3C/D _____		2NT Invitational _____							
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<p>JUMP OVERCALL Strong <input type="checkbox"/> Intermediate <input type="checkbox"/> Weak <input checked="" type="checkbox"/></p>	<p style="text-align: center;">OVER OPP'S T/O DOUBLE</p> New Suit Forcing: 1-level <input checked="" type="checkbox"/> 2-level <input type="checkbox"/> Redouble implies no fit <input checked="" 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: _____																														
<p style="text-align: center;">OPENING PREEMPTS</p> <table style="width:100%;"> <tr> <td style="width:33%;">Sound <input checked="" type="checkbox"/></td> <td style="width:33%;">Light <input checked="" type="checkbox"/></td> <td style="width:33%;">Very Light <input type="checkbox"/></td> </tr> </table> 3/4-bids <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> Conv./Resp. Vul. Not vul	Sound <input checked="" type="checkbox"/>	Light <input checked="" type="checkbox"/>	Very Light <input type="checkbox"/>	<p style="text-align: center;">VS OPENING PREEMPT DOUBLE IS</p> Takeout <input checked="" type="checkbox"/> thru 4H _____ Penalty <input type="checkbox"/> Conv. Takeout: _____ Lebensohl 2NT Response <input checked="" type="checkbox"/> Other: _____																											
Sound <input checked="" type="checkbox"/>	Light <input checked="" type="checkbox"/>	Very Light <input type="checkbox"/>																													
<p style="text-align: center;">DIRECT CUEBID</p> <table style="width:100%;"> <tr> <td style="width:33%;">Over: _____</td> <td style="width:33%;">Minor <input type="checkbox"/></td> <td style="width:33%;">Major <input type="checkbox"/></td> </tr> </table> Natural <input type="checkbox"/> <input type="checkbox"/> Strong T/O <input type="checkbox"/> <input type="checkbox"/> Michaels <input type="checkbox"/> <input type="checkbox"/> Top and another	Over: _____	Minor <input type="checkbox"/>	Major <input type="checkbox"/>	<p style="text-align: center;">MAJOR OPENING</p> Expected Min. Length 4 5 1st/2nd <input type="checkbox"/> <input checked="" type="checkbox"/> 3rd/4th <input type="checkbox"/> <input checked="" type="checkbox"/> <p style="text-align: center;">RESPONSES</p> 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: <u>Jacoby 2NT</u> 1NT: Forcing <input checked="" type="checkbox"/> Semi-forcing <input checked="" type="checkbox"/> 2NT: Forcing <input checked="" type="checkbox"/> Inv. <input type="checkbox"/> to _____ 3NT: 13 to 15 Drury <input type="checkbox"/> : Reverse <input type="checkbox"/> 2-Way <input type="checkbox"/> Fit <input type="checkbox"/> Other: _____																											
Over: _____	Minor <input type="checkbox"/>	Major <input type="checkbox"/>																													
<p>SLAM CONVENTIONS Gerber <input checked="" type="checkbox"/> 4NT: Blackwood <input checked="" type="checkbox"/> RKC <input type="checkbox"/> 1430 <input checked="" type="checkbox"/> Gerber over 1nt and 2nt</p>																															
<p>vs. Interference: DOPI <input checked="" type="checkbox"/> DEPO <input type="checkbox"/> Level: 5 ROPI <input checked="" type="checkbox"/></p>																															
<p>LEADS (click card led, if not in bold) versus Suits versus Notrump</p> <table style="width:100%; font-size: small;"> <tr> <td style="width:25%;">x x</td> <td style="width:25%;">x x x x</td> <td style="width:25%;">x x</td> <td style="width:25%;">x x x x</td> </tr> <tr> <td>x x x</td> <td>x x x x x</td> <td>x x x</td> <td>x x x 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> </tr> <tr> <td>K Q x</td> <td>K J 10 x</td> <td>A J 10 9</td> <td>A 10 9 8</td> </tr> <tr> <td>Q J x</td> <td>K 10 9 x</td> <td>K Q J x</td> <td>K Q 10 9</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> </tr> <tr> <td>K Q 10 9</td> <td></td> <td>J 10 9 x</td> <td>10 9 8 x</td> </tr> </table> <p style="text-align: center;">Length Leads:</p> 4th Best vs Suits <input checked="" type="checkbox"/> vs NT <input checked="" type="checkbox"/> 3rd/5th Best vs Suits <input type="checkbox"/> vs NT <input type="checkbox"/> Attitude vs NT <input type="checkbox"/>	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	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	<p style="text-align: center;">DEFENSIVE CARDING</p> Standard: <input type="checkbox"/> vs Suits <input type="checkbox"/> vs NT <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"/> <p style="text-align: center;">FIRST DISCARD</p> Lavinthal <input type="checkbox"/> <input type="checkbox"/> Odd/Even <input type="checkbox"/> <input type="checkbox"/> <p style="text-align: center;">OTHER CARDING</p> 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"/>		
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																												
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																												
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<p>SPECIAL CARDING <input type="checkbox"/> PLEASE ASK</p>																															
<p>MINOR OPENING</p> Expected Min. Length 4 3 NF 0-2 C 1♠ <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> 1♦ <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <p style="text-align: center;">RESPONSES</p> 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 checked="" type="checkbox"/> Single raise <input checked="" type="checkbox"/> Other: _____ Frequently bypass 4+♦ <input type="checkbox"/> 1NT/1♠: 6 to 10 2NT: Forcing <input type="checkbox"/> Inv. <input checked="" type="checkbox"/> 11 to 12 3NT: 13 to 15 Other: _____																															
<p style="text-align: center;">DESCRIBE</p> 2♠ 20 to + HCP Or 9+ tricks Strong <input checked="" type="checkbox"/> Other <input type="checkbox"/> 2♦ Response: Neg <input type="checkbox"/> Waiting <input checked="" type="checkbox"/> 2♥ 17 to 22 HCP Maxi-Roman Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input checked="" type="checkbox"/> Conv <input type="checkbox"/> 2♥ 5 to 11 HCP 5 or 6 cards Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/> 2♠ 5 to 11 HCP 5 or 6 cards Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/> <p>OTHER CONV CALLS: New Minor Forcing <input checked="" type="checkbox"/> 2-Way NMF <input type="checkbox"/> Weak jump shifts: In Comp. <input checked="" type="checkbox"/> Not In Comp. <input checked="" type="checkbox"/> 4th Suit Forcing: 1 Round <input type="checkbox"/> To Game <input checked="" type="checkbox"/> Negative Freebids. Help Suit Game Try _____ Western Cue _____</p>																															

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