

<p>SPECIAL DOUBLES After Overcall: Penalty <input type="checkbox"/> _____ Negative <input checked="" type="checkbox"/> thru <u>3S</u> Responsive: <input checked="" type="checkbox"/> thru _____ Maximal <input type="checkbox"/> Support: Dbl <input checked="" type="checkbox"/> thru <u>2H</u> Rdbl <input checked="" type="checkbox"/> Card-showing <input type="checkbox"/> Min. Offshape T/O <input type="checkbox"/></p>	<p>NOTRUMP OVERCALLS Direct: <u>15</u> to <u>18</u> Systems on <input checked="" type="checkbox"/> Conv. _____ Balance: <u>11</u> to <u>14</u> Jump to 2NT: Minors <input type="checkbox"/> 2 Lowest <input type="checkbox"/> Conv. _____</p>	<p>NAMES <u>Sue And Paul</u></p> <p style="text-align: center;">GENERAL APPROACH</p> <p>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: <input checked="" type="checkbox"/> 1♠ <input type="checkbox"/> 2♠ <input type="checkbox"/> Natural 2 Bids <input type="checkbox"/> Other <input type="checkbox"/></p>																														
<p>SIMPLE OVERCALL 1-level <u>6</u> to _____ HCP (usually) Often 4 cards <input type="checkbox"/> Very light style <input 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"/> jump Q= LR</p>	<p>DEFENSE VS NOTRUMP vs: <u>strog</u> 2♠ <u>single M/m</u> 2♦ <u>majors</u> 2♥ <u>Hearts</u> 2♠ <u>Spades</u> Dbl <u>penalty</u> Other: <u>2NT=minors</u></p>	<p>NOTRUMP OPENING BIDS</p> <table style="width:100%;"> <tr> <td>1NT _____</td> <td>3♠ <u>game try</u></td> <td>2NT <u>20</u> to <u>21</u></td> </tr> <tr> <td><u>15</u> to <u>17</u></td> <td>3♦ <u>game try</u></td> <td>Puppet Staymar</td> </tr> <tr> <td>_____ to _____</td> <td>3♥ <u>slam try clubs</u></td> <td>Transfer Respon</td> </tr> <tr> <td>5-Card Major Common <input type="checkbox"/></td> <td>3♠ <u>slam try diamonds</u></td> <td>Jacoby <input checked="" type="checkbox"/> Texas</td> </tr> <tr> <td>System On Over <u>2C and X</u></td> <td></td> <td>3♠ _____</td> </tr> <tr> <td>2♠ Stayman <input checked="" type="checkbox"/> Puppet <input type="checkbox"/></td> <td>4♦, 4♥ <u>Transfer</u> <input checked="" type="checkbox"/></td> <td>3NT _____ to _____</td> </tr> <tr> <td>2♦ <u>Transfer to ♥</u> <input checked="" type="checkbox"/></td> <td>Smolen <input checked="" type="checkbox"/></td> <td><u>gambling</u></td> </tr> <tr> <td>2♥ <u>Transfer to ♠</u> <input checked="" type="checkbox"/></td> <td>Lebensohl <input checked="" type="checkbox"/> (____ denies)</td> <td>Conventional NT Op</td> </tr> <tr> <td>2♠ <u>MSS/D bust</u></td> <td>Negative Double <input type="checkbox"/> _____</td> <td></td> </tr> <tr> <td>2NT <u>3 Clubs</u></td> <td>1NT X XX =clubs</td> <td></td> </tr> </table>	1NT _____	3♠ <u>game try</u>	2NT <u>20</u> to <u>21</u>	<u>15</u> to <u>17</u>	3♦ <u>game try</u>	Puppet Staymar	_____ to _____	3♥ <u>slam try clubs</u>	Transfer Respon	5-Card Major Common <input type="checkbox"/>	3♠ <u>slam try diamonds</u>	Jacoby <input checked="" type="checkbox"/> Texas	System On Over <u>2C and X</u>		3♠ _____	2♠ Stayman <input checked="" type="checkbox"/> Puppet <input type="checkbox"/>	4♦, 4♥ <u>Transfer</u> <input checked="" type="checkbox"/>	3NT _____ to _____	2♦ <u>Transfer to ♥</u> <input checked="" type="checkbox"/>	Smolen <input checked="" type="checkbox"/>	<u>gambling</u>	2♥ <u>Transfer to ♠</u> <input checked="" type="checkbox"/>	Lebensohl <input checked="" type="checkbox"/> (____ denies)	Conventional NT Op	2♠ <u>MSS/D bust</u>	Negative Double <input type="checkbox"/> _____		2NT <u>3 Clubs</u>	1NT X XX =clubs	
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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: _____</p>	<p>MAJOR OPENING Expected Min. Length 4 5 1st/2nd <input type="checkbox"/> <input checked="" type="checkbox"/> 3rd/4th <input type="checkbox"/> <input checked="" type="checkbox"/></p> <p style="text-align: center;">RESPONSES</p> <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: <u>2NT</u> <input checked="" type="checkbox"/> <u>3NT</u> <input type="checkbox"/> <u>Splinter</u> <input type="checkbox"/> Other: <u>Modifies Jac 2NT</u> 1NT: Forcing <input checked="" type="checkbox"/> Semi-forcing <input type="checkbox"/> 2NT: Forcing <input checked="" type="checkbox"/> Inv. <input type="checkbox"/> to _____ 3NT: <u>13</u> to <u>15</u> Drury <input checked="" type="checkbox"/>; Reverse <input checked="" type="checkbox"/> 2-Way <input checked="" type="checkbox"/> Fit <input type="checkbox"/> Other: <u>Kokish</u></p>																														
<p>OPENING PREEMPTS Sound Light Very Light 3/4-bids <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 <u>4H</u> Penalty <input type="checkbox"/> Conv. Takeout: _____ Lebensohl 2NT Response <input checked="" type="checkbox"/> Other: _____</p>	<p>MINOR OPENING Expected Min. Length 4 3 NF 0-2 Cc 1♠ <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 1♦ <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/></p> <p style="text-align: center;">RESPONSES</p> <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: <u>J/S in other minor</u> <input type="checkbox"/> Single raise <input checked="" type="checkbox"/> Other: _____ Frequently bypass 4+♦ <input type="checkbox"/> 1NT/1♠: <u>7</u> to <u>10</u> 2NT: Forcing <input type="checkbox"/> Inv. <input checked="" type="checkbox"/> <u>11</u> to <u>12</u> 3NT: <u>13</u> to <u>15</u> Other: <u>Spiral</u></p>																														
<p>DIRECT CUEBID Over: Minor Major Natural <input type="checkbox"/> <input type="checkbox"/> Strong T/O <input type="checkbox"/> <input type="checkbox"/> Michaels <input type="checkbox"/> <input checked="" type="checkbox"/> <u>leaping Michaels</u></p>	<p>SLAM CONVENTIONS Gerber <input type="checkbox"/> 4NT: Blackwood <input type="checkbox"/> RKC <input type="checkbox"/> 1430 <input checked="" type="checkbox"/> <u>minorwood (other) Exclusion BW 0/3 1/4</u></p>	<p>DESCRIBE</p> <table style="width:100%;"> <tr> <td>2♠ <u>22</u> to _____ HCP</td> <td>2H -super negative</td> </tr> <tr> <td>Strong <input checked="" type="checkbox"/> Other <input type="checkbox"/></td> <td></td> </tr> <tr> <td>2♦ Response: Neg <input type="checkbox"/> Waiting <input checked="" type="checkbox"/></td> <td></td> </tr> <tr> <td>2♦ <u>5</u> to <u>11</u> HCP</td> <td>Featue</td> </tr> <tr> <td>Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/></td> <td>2NT Force <input checked="" type="checkbox"/> New Suit N</td> </tr> <tr> <td>2♥ <u>5</u> to <u>11</u> HCP</td> <td>Featue</td> </tr> <tr> <td>Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/></td> <td>2NT Force <input checked="" type="checkbox"/> New Suit N</td> </tr> <tr> <td>2♠ <u>5</u> to <u>11</u> HCP</td> <td>Featue</td> </tr> <tr> <td>Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/></td> <td>2NT Force <input checked="" type="checkbox"/> New Suit N</td> </tr> </table> <p>OTHER CONV CALLS: New Minor Forcing <input checked="" type="checkbox"/> 2-Way NMF <input checked="" type="checkbox"/> xyz Weak jump shifts: In Comp. <input checked="" type="checkbox"/> Not In Comp. <input type="checkbox"/> 4th Suit Forcing: 1 Round <input type="checkbox"/> To Game <input checked="" type="checkbox"/> <u>gingerman Sandwich Nt , U vs U (lower is LR+) Mathe</u> <u>transfers over 2NT rebid</u></p>	2♠ <u>22</u> to _____ HCP	2H -super negative	Strong <input checked="" type="checkbox"/> Other <input type="checkbox"/>		2♦ Response: Neg <input type="checkbox"/> Waiting <input checked="" type="checkbox"/>		2♦ <u>5</u> to <u>11</u> HCP	Featue	Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/>	2NT Force <input checked="" type="checkbox"/> New Suit N	2♥ <u>5</u> to <u>11</u> HCP	Featue	Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/>	2NT Force <input checked="" type="checkbox"/> New Suit N	2♠ <u>5</u> to <u>11</u> HCP	Featue	Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/>	2NT Force <input checked="" type="checkbox"/> New Suit N												
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<p>LEADS (click card led, if not in bold) versus Suits versus Notrump</p> <table style="width:100%;"> <tr> <td>x x</td> <td>x x x x</td> <td>x x</td> <td>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>J 10 9 x</td> <td>J 10 9 x</td> <td>10 9 8 x</td> </tr> </table> <p>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"/></p> <p>OTHER CARDING Smith Echo <input type="checkbox"/> <input checked="" type="checkbox"/> Trump Suit Pref. <input checked="" type="checkbox"/> <input type="checkbox"/> Foster Echo <input type="checkbox"/> <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	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>DEFENSIVE CARDING vs Suits vs NT</p> <p>Standard: <input type="checkbox"/> <input type="checkbox"/> Except <input type="checkbox"/> _____</p>	<p>MINOR OPENING (continued)</p> <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: <u>J/S in other minor</u> <input type="checkbox"/> Single raise <input checked="" type="checkbox"/> Other: _____ Frequently bypass 4+♦ <input type="checkbox"/> 1NT/1♠: <u>7</u> to <u>10</u> 2NT: Forcing <input type="checkbox"/> Inv. <input checked="" type="checkbox"/> <u>11</u> to <u>12</u> 3NT: <u>13</u> to <u>15</u> Other: <u>Spiral</u></p>		
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SPECIAL CARDING <input type="checkbox"/> PLEASE ASK																																

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