

<p>SPECIAL DOUBLES After Overcall: Penalty <input type="checkbox"/> 9+, w/ 3TH Negative <input type="checkbox"/> thru Responsive: <input type="checkbox"/> thru _____ Maximal <input type="checkbox"/> Support: Dbl <input type="checkbox"/> thru _____ Rdbl <input type="checkbox"/> Card-showing <input type="checkbox"/> Min. Offshape T/O <input type="checkbox"/></p>	<p>NOTRUMP OVERCALLS Direct: <u>13</u> to <u>15</u> Systems on <input type="checkbox"/> Conv. _____ Balance: <u>10</u> to <u>15</u> Jump to 2NT: Minors <input type="checkbox"/> 2 Lowest <input type="checkbox"/> Conv. _____</p>	<p>NAMES _____</p> <p>GENERAL APPROACH Big Club Two Over One: Game Forcing <input 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"/></p>																													
<p>SIMPLE OVERCALL 1-level <u>10</u> to <u>15</u> HCP (usually) Often 4 cards <input type="checkbox"/> Very light style <input checked="" 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 checked="" type="checkbox"/> Weak <input type="checkbox"/></p>	<p>DEFENSE VS NOTRUMP vs: _____ 2♣ <u>13-15</u>, no 5 c _____ 2♦ <u>13-15</u>, 4-4 maj _____ 2♥ <u>natural</u> _____ 2♠ <u>natural</u> _____ Dbl 16+ _____ Other: _____</p>	<p>NOTRUMP OPENING BIDS 3♣ <u>6+C, 2 T3H, 8-10</u> 3♦ <u>6+D, 2 T3H, 8-10</u> 3♥ <u>13-15, 5+ Heart</u> 3♠ <u>13-15 5+ Spade</u></p>																													
<p>JUMP OVERCALL Strong <input type="checkbox"/> Intermediate <input checked="" type="checkbox"/> Weak <input type="checkbox"/></p>	<p>OVER OPP'S T/O DOUBLE New Suit Forcing: 1-level <input type="checkbox"/> 2-level <input type="checkbox"/> Redouble implies no fit <input type="checkbox"/> 2NT Over Limit + Limit Weak Majors <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> Minors <input type="checkbox"/> <input type="checkbox"/> <input checked="" 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"/> RESPONSES Double Raise: Force <input type="checkbox"/> Inv. <input checked="" type="checkbox"/> Weak <input type="checkbox"/> After Overcall: Force <input type="checkbox"/> Inv. <input checked="" type="checkbox"/> Weak <input type="checkbox"/> Conv. Raise: 2NT <input type="checkbox"/> 3NT <input type="checkbox"/> Splinter <input type="checkbox"/> Other: _____</p>																													
<p>OPENING PREEMPTS Sound Light Very Light 3/4-bids <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Conv./Resp. 6-card with 2 T3H</p>	<p>VS OPENING PREEMPT DOUBLE IS Takeout <input type="checkbox"/> thru _____ Penalty <input type="checkbox"/> Conv. Takeout: _____ Lebensohl 2NT Response <input type="checkbox"/> Other: _____</p>	<p>MINOR OPENING Expected Min. Length 4 3 NF 0-2 Conv. 1♣ <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 1♦ <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> RESPONSES 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 type="checkbox"/> Single raise <input type="checkbox"/> Other: _____ Frequently bypass 4+♦ <input type="checkbox"/> 1NT/1♣: <u>8</u> to <u>15</u> 2NT: Forcing <input type="checkbox"/> Inv. <input checked="" type="checkbox"/> to _____ 3NT: _____ to _____ Other: _____</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 checked="" type="checkbox"/> <input checked="" type="checkbox"/></p>	<p>SLAM CONVENTIONS Gerber <input type="checkbox"/> 4NT: Blackwood <input type="checkbox"/> RKC <input checked="" type="checkbox"/> 1430 <input type="checkbox"/></p>	<p>DESCRIBE <u>2♣ 13</u> to <u>15</u> HCP Strong <input type="checkbox"/> Other <input checked="" type="checkbox"/> 5+C and any 4-card, or 6+C 2♦ Response: Neg <input type="checkbox"/> Waiting <input checked="" type="checkbox"/> 13+ <u>2♦ 11</u> to <u>15</u> HCP any 4-4-1 Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/> <u>2♥ 8</u> to <u>11</u> HCP 6+H, 2 T3H, 8-11 Natural: Weak <input type="checkbox"/> Intermediate <input checked="" type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/> <u>2♠ 8</u> to <u>11</u> HCP 6+S, 2 T3H, 8-11 Natural: Weak <input type="checkbox"/> Intermediate <input checked="" type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/></p>																													
<p>LEADS (click card led, if not in bold) versus Suits versus Notrump <table style="font-family: monospace; font-size: small;"> <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 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 A Q J x</td><td></td></tr> <tr><td>K Q x</td><td>K J 10 x</td><td>A J 10 9 A 10 9 8</td><td></td></tr> <tr><td>Q J x</td><td>K 10 9 x</td><td>K Q J x K Q 10 9</td><td></td></tr> <tr><td>J 10 x</td><td>Q 10 9 x</td><td>Q J 10 x Q 10 9 8</td><td></td></tr> <tr><td>K Q 10 9</td><td></td><td>J 10 9 x 10 9 8 x</td><td></td></tr> </table> Length Leads: 4th Best vs Suits <input type="checkbox"/> vs NT <input type="checkbox"/> 3rd/5th Best vs Suits <input type="checkbox"/> vs NT <input type="checkbox"/> Best Attitude vs NT <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	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>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 Atti <input checked="" type="checkbox"/> <input checked="" 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/REBIDS 2NT ask singleton 2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/> 2NT ask singleton 2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/> new suit ask support 2NT Force <input checked="" type="checkbox"/> New Suit NF <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																												
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>SPECIAL CARDING <input checked="" type="checkbox"/> PLEASE ASK</p>		<p>OTHER CONV CALLS: New Minor Forcing <input type="checkbox"/> 2-Way NMF <input type="checkbox"/> Weak jump shifts: In Comp. <input type="checkbox"/> Not In Comp. <input type="checkbox"/> 4th Suit Forcing: 1 Round <input type="checkbox"/> To Game <input type="checkbox"/> Double 16+ after opponent open. (second seat only)</p>																													