

<p>SPECIAL DOUBLES After Overcall: Penalty <input type="checkbox"/> _____ Negative <input checked="" type="checkbox"/> thru _____ Responsive: <input type="checkbox"/> thru _____ Maximal <input checked="" type="checkbox"/> Support: Dbl <input checked="" type="checkbox"/> thru 2\heartsuit _____ Rdbl <input checked="" type="checkbox"/> Card-showing <input type="checkbox"/> Min. Offshape T/O <input checked="" type="checkbox"/></p>	<p>NOTRUMP OVERCALLS Direct: 15 to 18 Systems on <input checked="" type="checkbox"/> Conv. _____ Balance: 11 to 15 Jump to 2NT: Minors <input type="checkbox"/> 2 Lowest <input checked="" type="checkbox"/> Conv. 2NT 18-19 balanced</p>	<p>NAMES 2/1 CC GENERAL APPROX 2/1 Game forcing Two Over One: Game Forcing <input checked="" type="checkbox"/> Game Forcing Except When VERY LIGHT: Openings <input type="checkbox"/> 3rd Hand <input checked="" type="checkbox"/> Overcalls <input type="checkbox"/> Preempts <input type="checkbox"/> FORCING OPENING: 1\heartsuit <input type="checkbox"/> 2\heartsuit <input checked="" type="checkbox"/> Natural 2 Bids <input type="checkbox"/> Other <input type="checkbox"/></p>																												
<p>SIMPLE OVERCALL 1-level 8 to 16 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"/> Cuebid is 1-round force</p>	<p>DEFENSE VS NOTRUMP vs: Strong 1NT Weak 1NT 2\heartsuit both majors both majors 2\spadesuit 1 major 1 major 2\heartsuit \heartsuit+minor \heartsuit+minor 2\spadesuit \spadesuit+minor \spadesuit+minor Dbl Penalty Penalty Other: _____</p>	<p>NOTRUMP OPENING BIDS 1NT 3\clubsuit->3\heartsuit 15 to 17 3\heartsuit splinter, sh _____ 3\heartsuit splinter, sh _____ 3\clubsuit splinter, sh 5-Card Major Common <input checked="" type="checkbox"/> 3\clubsuit splinter, sh System On OverDbl _____ 2\heartsuit Stayman <input checked="" type="checkbox"/> Puppet <input type="checkbox"/> 2\heartsuit Transfer to \heartsuit <input checked="" type="checkbox"/> 4\heartsuit, 4\spadesuit Transf Forcing Stayman <input type="checkbox"/> Smolen <input checked="" type="checkbox"/> 2\heartsuit Transfer to \spadesuit <input checked="" type="checkbox"/> Lebensohl <input checked="" type="checkbox"/> 2\heartsuit ask range or cl _____ Negative Dou 2NT minors weak _____</p>																												
<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: Weak jump raise</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 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: 2NT inv _____ 1NT: Forcing <input type="checkbox"/> Semi-forcing <input checked="" type="checkbox"/> 2NT: Forcing <input checked="" type="checkbox"/> Inv. <input type="checkbox"/> 8 to 11 3NT: 13 to 15 Drury <input checked="" type="checkbox"/> : Reverse <input type="checkbox"/> 2-Way <input type="checkbox"/> Fit <input type="checkbox"/> Other: _____</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 _____ Penalty <input type="checkbox"/> Conv. Takeout: _____ Lebensohl 2NT Response <input checked="" type="checkbox"/> Other: 2NT Overcall = 15-17HCP</p>	<p>DOUBLE RAISE Expected Min. Length 4 5 1\heartsuit 1\clubsuit 1\spadesuit 1\diamond Double <input type="checkbox"/> After (<input type="checkbox"/> Forcing <input type="checkbox"/> Single <input type="checkbox"/> Frequent <input type="checkbox"/> 1NT/1 <input type="checkbox"/> 2NT: F <input type="checkbox"/> 3NT: <input type="checkbox"/> Other <input type="checkbox"/></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"/> Natural if 2 suits have been bid</p>	<p>SLAM CONVENTIONS Gerber <input checked="" type="checkbox"/> 4NT: Blackwood <input type="checkbox"/> RKC <input checked="" type="checkbox"/> 1430 <input type="checkbox"/> vs. Interference: DOPI <input checked="" type="checkbox"/> DEPO <input type="checkbox"/> Level: 5 ROPI <input type="checkbox"/></p>	<p>DESCRIBE 2\heartsuit 22 to _____ HCP Or 9+ tricks Strong <input checked="" type="checkbox"/> Other <input type="checkbox"/> 2\heartsuit Response: Neg <input type="checkbox"/> Waiting <input checked="" type="checkbox"/> 4+ pts 2\heartsuit 5 to 11 HCP Normally good 6-card suit Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/> 2\heartsuit 5 to 11 HCP Normally good 6-card suit Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/> 2\heartsuit 5 to 11 HCP Normally good 6-card suit 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 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 checked="" type="checkbox"/> 2 way check back _____</p>																												
<p>LEADS (click card led, if not in bold) versus Suits versus Notrump <table style="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</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> 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"/> Best vs Suits <input checked="" type="checkbox"/> vs NT <input type="checkbox"/> Attitude vs NT <input type="checkbox"/> Primary signal to partner's leads Attitude <input checked="" type="checkbox"/> Count <input type="checkbox"/> Suit Preference <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 Standard: <input checked="" type="checkbox"/> vs Suits <input checked="" type="checkbox"/> vs NT 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 checked="" type="checkbox"/> <input checked="" type="checkbox"/> OTHER CARDING Smith Echo <input checked="" type="checkbox"/> <input type="checkbox"/> Trump Suit Pref. <input type="checkbox"/> <input type="checkbox"/> Foster Echo <input type="checkbox"/> <input type="checkbox"/></p>	<p>SPECIAL CARDING <input type="checkbox"/> PLEASE ASK</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																											
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K Q 10 9	J 10 9 x	J 10 9 x	10 9 8 x																											

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