

SPECIAL DOUBLES After Overcall: Penalty <input type="checkbox"/> Negative <input checked="" type="checkbox"/> thru 4H Responsive: <input checked="" type="checkbox"/> thru 4H Maximal <input checked="" type="checkbox"/> Support: Dbl <input type="checkbox"/> thru Rdbl <input 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 14 Jump to 2NT: Minors <input type="checkbox"/> 2 Lowest <input checked="" type="checkbox"/> Conv. _____
SIMPLE OVERCALL 1-level 7 to + HCP (usually) Often 4 cards <input type="checkbox"/> Very light style <input type="checkbox"/> Responses New Suit: Forcing <input checked="" type="checkbox"/> NFConst <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 _____ 2♣ dia or M/m _____ 2♦ majors _____ 2♥ natural _____ 2♠ natural _____ Dbl penalty _____ 4 M + longer m Other: 2N = clubs 3c=min; 3D maj good 2 suiter
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 type="checkbox"/> Redouble implies no fit <input checked="" type="checkbox"/> 2NT Over _____ Limit + _____ Limit _____ Weak _____ Majors <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> Minors <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> Other: flip flop
OPENING PREEMPTS Sound <input type="checkbox"/> Light <input checked="" type="checkbox"/> Very Light <input type="checkbox"/> 3/4-bids <input type="checkbox"/> Conv./Resp. _____	VS OPENING PREEMPT DOUBLE IS Takeout <input type="checkbox"/> thru _____ Penalty <input type="checkbox"/> Conv. Takeout: _____ Lebensohl 2NT Response <input type="checkbox"/> Other: _____
DIRECT CUEBID Over: Minor <input type="checkbox"/> Major <input type="checkbox"/> Natural <input type="checkbox"/> Strong T/O <input type="checkbox"/> Michaels <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>	SLAM CONVENTIONS Gerber <input type="checkbox"/> 4NT: Blackwood <input type="checkbox"/> RKC <input type="checkbox"/> 1430 <input checked="" type="checkbox"/> cheapest king; baby bw vs. Interference: DOPI <input type="checkbox"/> DEPO <input type="checkbox"/> Level: D=2st P=2nd _____ ROPI <input type="checkbox"/>
LEADS (click card led, if not in bold) versus Suits x x x x x x x x A K x K Q x Q J x J 10 x K Q 10 9 versus Notrump x x x x x x x x A K J x A J 10 9 K Q J x Q J 10 x 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 checked="" 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"/> A = Att K = count	DEFENSIVE CARDING Standard: <input type="checkbox"/> <input type="checkbox"/> Except _____ A or Q = unblock or count 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"/> Reverse Smith <input type="checkbox"/> <input type="checkbox"/> OTHER CARDING Smith Echo <input type="checkbox"/> <input checked="" type="checkbox"/> Trump Suit Pref. <input type="checkbox"/> <input type="checkbox"/> Foster Echo <input type="checkbox"/> <input type="checkbox"/>
SPECIAL CARDING <input type="checkbox"/> PLEASE ASK	

NAMES	GENERAL APPROACH	
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 checked="" type="checkbox"/> Overcalls <input checked="" type="checkbox"/> Preempts <input checked="" type="checkbox"/> FORCING OPENING: 1♣ <input type="checkbox"/> 2♣ <input checked="" type="checkbox"/> Natural 2 Bids <input type="checkbox"/> Other <input type="checkbox"/>		
NOTRUMP OPENING BIDS		
1NT 12 to 14 to _____ 5-Card Major Common <input checked="" type="checkbox"/> System On Over _____ 2♣ Stayman <input checked="" type="checkbox"/> Puppet <input type="checkbox"/> 2♦ Transfer to ♥ <input checked="" type="checkbox"/> Forcing Stayman <input type="checkbox"/> 2♥ Transfer to ♠ <input checked="" type="checkbox"/> 2♠ clubs _____ 2NT diam _____	3♠ Muppet 3♠ 5-5 majors Inv + 3♥ 3-5-x-x 3♠ 5-3-x-x South African trans 4♦, 4♥ Transfer <input checked="" type="checkbox"/> Smolen <input checked="" type="checkbox"/> Lebensohl <input checked="" type="checkbox"/> (fast denies) Negative Double <input checked="" type="checkbox"/> _____ guaba	2NT 20 to 21 Puppet Stayman <input checked="" type="checkbox"/> Transfer Responses: Jacoby <input checked="" type="checkbox"/> Texas <input checked="" type="checkbox"/> 3♠ transfer to 3NT Muppet stayman 3NT _____ to _____ gambling Conventional NT Openings
MAJOR OPENING		MINOR 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 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: Bergen 3NT = 4-3-3-3 1NT: Forcing <input checked="" type="checkbox"/> Semi-forcing <input type="checkbox"/> 2NT: Forcing <input type="checkbox"/> Inv. <input type="checkbox"/> to _____ 3NT: 12 to 15 Drury <input checked="" type="checkbox"/> : Reverse <input type="checkbox"/> 2-Way <input checked="" type="checkbox"/> Fit <input type="checkbox"/> Other: Bergen off passed or interf	Expected Min. Length 4 3 NF 0-2 Conv. 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"/> 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 checked="" type="checkbox"/> Single raise <input checked="" type="checkbox"/> Other: GF off over inte Frequently bypass 4+♦ <input checked="" type="checkbox"/> 1NT/1♠: 6 to 11 2NT: Forcing <input type="checkbox"/> Inv. <input type="checkbox"/> 12 to 14 3NT: 15 to 17 Other: inverted off by passed hand	
DESCRIBE		RESPONSES/REBIDS
2♠ 22+ to _____ HCP pass = gf x = bust in inte Strong <input type="checkbox"/> Other <input type="checkbox"/> controls to 2S 2♦ Response: Neg <input type="checkbox"/> Waiting <input type="checkbox"/> 6 card suit 3 le 2♦ 11 to 15 HCP 3H & 3S = GF Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/> 2♥ 3 to 10 HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/> 2♠ 3 to 10 HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/>		2NT Force <input type="checkbox"/> New Suit NF 2NT Force <input checked="" type="checkbox"/> New Suit NF 2NT Force <input checked="" type="checkbox"/> New Suit NF
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 type="checkbox"/> Weak 2 - X - XX = have suit 4th Suit Forcing: 1 Round <input type="checkbox"/> To Game <input checked="" type="checkbox"/> leaping michaels McCabe; fit jumps in comp; reverse flannery; wolff relay; sandwi transfrs in comp over maj openers & overcalls		