

SPECIAL DOUBLES		NOTRUMP OVERCALLS		NAMES	
After Overcall: Penalty <input type="checkbox"/>		Direct: 15 to 18 Systems on <input checked="" type="checkbox"/>	Conv. Range ask/bal NT//sys On	Debbie Hargreaves & Ann-Marie Crabbe	GENERAL APPROACH
Negative <input checked="" type="checkbox"/> thru 4H		Balance: 11 to 15	Jump to 2NT: Minors <input type="checkbox"/> 2 Lowest <input checked="" type="checkbox"/>	Two Over One: Game Forcing <input checked="" type="checkbox"/> Game Forcing Except When Suit Rebid <input type="checkbox"/>	
Responsive: <input checked="" type="checkbox"/> thru 4D	Maximal <input checked="" type="checkbox"/>	Conv.	Conv.	VERY LIGHT: Openings <input type="checkbox"/> 3rd Hand <input type="checkbox"/> Overcalls <input type="checkbox"/> Preempts <input type="checkbox"/>	
Support: Dbl <input checked="" type="checkbox"/> thru 2 \spadesuit	Rdbl <input type="checkbox"/>			FORCING OPENING: 1 \spadesuit <input type="checkbox"/> 2 \spadesuit <input checked="" type="checkbox"/> Natural 2 Bids <input type="checkbox"/> Other <input type="checkbox"/>	
Card-showing <input type="checkbox"/> Min. Offshape T/O <input type="checkbox"/>					
SIMPLE OVERCALL		DEFENSE VS NOTRUMP		NOTRUMP OPENING BIDS	
1-level 8+ to HCP (usually)		vs: Strong	Weak	1NT	3 \spadesuit > Diamonds
Often 4 cards <input type="checkbox"/> Very light style <input type="checkbox"/>		2 \spadesuit + Maj	Maj x 2	14+ to 17	3 \spadesuit 5/5 Maj.GF
Responses		2 \spadesuit + Maj	xfr>Hrts	to	3 \spadesuit 3.1.4/5
New Suit: Forcing <input checked="" type="checkbox"/> NFConst <input type="checkbox"/> NF <input type="checkbox"/>		2 \heartsuit Hrts	xfr>Spds	5-Card Major Common <input checked="" type="checkbox"/>	3 \spadesuit 1.3.4/5
Jump Raise: Forcing <input type="checkbox"/> Inv. <input type="checkbox"/> Weak <input checked="" type="checkbox"/>		2 \clubsuit Spds	SS min	System On Over 2Clb/Dbl	
Jmp Q>limit		Dbl SS min.or Mx2	14+/systems on	2 \spadesuit Stayman <input checked="" type="checkbox"/> Puppet <input type="checkbox"/>	2NT 20 to 21
		Other: 2NT min		2 \spadesuit Transfer to \heartsuit <input checked="" type="checkbox"/>	Puppet Stayman <input type="checkbox"/>
JUMP OVERCALL		OVER OPP'S T/O DOUBLE		2 \spadesuit Forcing Stayman <input type="checkbox"/>	Transfer Responses:
Strong <input type="checkbox"/> Intermediate <input type="checkbox"/> Weak <input type="checkbox"/>		New Suit Forcing: 1-level <input checked="" type="checkbox"/> 2-level <input type="checkbox"/>	2 \heartsuit Transfer to \spadesuit <input checked="" type="checkbox"/>	2 \spadesuit Jacoby <input checked="" type="checkbox"/> Texas <input checked="" type="checkbox"/>	
OPENING PREEMPTS		Redouble implies no fit <input checked="" type="checkbox"/>	2 \clubsuit Range	3 \spadesuit > Relay 3NT	
Sound <input type="checkbox"/> Light <input type="checkbox"/> Very Light <input type="checkbox"/>		2NT Over	2 \spadesuit 5/5 minors	3NT 0 to 11	
3/4-bids <input type="checkbox"/>		Majors		5/6 minors	
Conv./Resp. 4C/pre=Aces01122/4D/3C		Minors		Conventional NT Opening	
DIRECT CUEBID		Other:			
		2NT Over			
Natural	Over: Minor <input type="checkbox"/> Major <input type="checkbox"/>	Majors			
Strong T/O		Minors			
Michaels		Other:			
Leaping Michael's					
SLAM CONVENTIONS					
Gerber <input type="checkbox"/> 4NT: Blackwood <input type="checkbox"/> RKC <input type="checkbox"/> 1430 <input checked="" type="checkbox"/>					
Exclusion 0314 Sp.Kings					
D1P2 /R1P2 dope beyond 5 of our suit					
vs. Interference: DOPI <input type="checkbox"/> DEPO <input type="checkbox"/> Level:@5lev/above our suit					
LEADS (click card led, if not in bold)		DEFENSIVE CARDING		RESPONSES	
versus Suits		versus Notrump	vs Suits vs NT	Double Raise: Force <input type="checkbox"/> Inv. <input type="checkbox"/> Weak <input checked="" type="checkbox"/>	
x x	x x x x	x x x x	Standard: <input type="checkbox"/> <input type="checkbox"/>	After Overcall: Force <input type="checkbox"/> Inv. <input type="checkbox"/> Weak <input checked="" type="checkbox"/>	
x x x	x x x x x	x x x x x	Except <input checked="" type="checkbox"/> Reverse Smith NT	Conv. Raise: 2NT <input checked="" type="checkbox"/> 3NT <input checked="" type="checkbox"/> Splinter <input checked="" type="checkbox"/>	
A K x	10 9 x	A K J x		Other: Rev.Bergen/Dury on over x	
K Q x	K J 10 x	A J 10 9		1NT: Forcing <input type="checkbox"/> Semi-forcing <input checked="" type="checkbox"/>	
Q J x	K 10 9 x	K Q J x		2NT: Forcing <input type="checkbox"/> Inv. <input type="checkbox"/> to	
J 10 x	Q 10 9 x	Q J 10 x		3NT: to	
K Q 10 9	J 10 9 x	J 10 9 x		Drury <input type="checkbox"/> Reverse <input checked="" type="checkbox"/> 2-Way <input checked="" type="checkbox"/> Fit <input type="checkbox"/>	
		10 9 8 x		Other: [Clbs w.4/8-12. Di.LR w.3]	
Length Leads:		DEFENSIVE CARDING		RESPONSES/REBIDS	
4th Best		versus Suits <input type="checkbox"/>	vs NT <input checked="" type="checkbox"/>	2 \spadesuit 22+ to HCP Or 4-loser hand	2nd Neg. Cheapest min
3rd/5th Best		vs Suits <input checked="" type="checkbox"/>	vs NT <input type="checkbox"/>	Strong <input checked="" type="checkbox"/> Other <input type="checkbox"/>	
vs NT/A=att.K=cnt/unbl		Attitude vs NT <input type="checkbox"/>		2 \spadesuit Response: Neg <input type="checkbox"/> Waiting <input checked="" type="checkbox"/>	Kokish
					Ogust
Primary signal to partner's leads				2 \spadesuit 5 to 11 HCP ronf 4c=aces 01122	2NT Force <input checked="" type="checkbox"/> New Suit NF
Attitude <input checked="" type="checkbox"/> Count <input type="checkbox"/> Suit Preference <input type="checkbox"/>				Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/>	
SPECIAL CARDING <input type="checkbox"/> PLEASE ASK					
OTHER CONV CALLS: New Minor Forcing <input type="checkbox"/> 2-Way NMF <input type="checkbox"/> XYZ on/intf. HSGT					
Weak jump shifts: In Comp. <input type="checkbox"/> Not In Comp. <input type="checkbox"/> Suction vs Str CI/2 C					
4th Suit Forcing: 1 Round <input type="checkbox"/> To Game <input checked="" type="checkbox"/> vs short club/1Cl>2D=Michael's					
Unus. vs Unus. Spiral Def. Multi. & Flannery Def. 1D>2S=GF in Di					
1M -2clubs=1 of 5 hands/Modified Jacoby/1C>2SGFin clbs.					