

SPECIAL DOUBLES	
After Overcall: Penalty <input type="checkbox"/> _____ Negative <input checked="" type="checkbox"/> thru 4H Responsive: <input checked="" type="checkbox"/> thru 4D Maximal <input checked="" type="checkbox"/> Support: Dbl <input checked="" type="checkbox"/> thru 2♠ Rdbl <input type="checkbox"/> Card-showing <input type="checkbox"/> Min. Offshape T/O <input type="checkbox"/>	
SIMPLE OVERCALL	
1-level 8+ 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"/> Jmp Q>limit	
JUMP OVERCALL	
Strong <input type="checkbox"/> Intermediate <input type="checkbox"/> Weak <input type="checkbox"/>	
OPENING PREEMPTS	
Sound Light Very Light 3/4-bids <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> Conv./Resp. 4C/pre=Aces 01122/4D/3C	
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"/> 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 ROPI <input type="checkbox"/>	
LEADS (click card led, if not in bold)	
versus Suits versus Notrump	
x x x x x x x x x x x x A K x 10 9 x A K J x K Q x K J 10 x A J 10 9 Q J x K 10 9 x K Q J x J 10 x Q 10 9 x Q J 10 x K Q 10 9 J 10 9 x J 10 9 x	
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"/>	
Primary signal to partner's leads Attitude <input checked="" type="checkbox"/> Count <input type="checkbox"/> Suit Preference <input type="checkbox"/>	
SPECIAL CARDING <input type="checkbox"/> PLEASE ASK	
NOTRUMP OVERCALLS	
Direct: 15 to 18 Systems on <input checked="" type="checkbox"/> Conv.Range ask/bal NT//sys On Balance: 11 to 15 Jump to 2NT: Minors <input type="checkbox"/> 2 Lowest <input checked="" type="checkbox"/> Conv.	
DEFENSE VS NOTRUMP	
vs: Strong Weak 2♣ + Maj Maj x 2 2♦ + Maj xfr>Hrts 2♥ Hrts xfr>Spds 2♠ Spds SS min Dbl SS min.or Mx2 14+/systems on Other: 2NT min	
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 checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Minors <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Other:	
VS OPENING PREEMPT DOUBLE IS	
Takeout <input checked="" type="checkbox"/> thru 4 Sp Penalty <input type="checkbox"/> Conv. Takeout: 4NT Lebensohl 2NT Response <input checked="" type="checkbox"/> Other:	
MAJOR OPENING	
Expected Min. Length 4 5 1st/2nd <input type="checkbox"/> <input checked="" type="checkbox"/> 3rd/4th <input checked="" 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: Rev.Bergen/Dury on over x 1NT: Forcing <input type="checkbox"/> Semi-forcing <input checked="" type="checkbox"/> 2NT: Forcing <input type="checkbox"/> Inv. <input type="checkbox"/> ____ to ____ 3NT: ____ to ____ Drury <input type="checkbox"/> : Reverse <input checked="" type="checkbox"/> 2-Way <input checked="" type="checkbox"/> Fit <input type="checkbox"/> Other: [Clbs w.4/8-12. Di.LR w.3]	
MINOR OPENING	
Expected Min. Length 4 3 NF 0-2 Conv. 1♣ <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> 1♦ <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input 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"/> Forcing Raise: J/S in other minor <input type="checkbox"/> Single raise <input type="checkbox"/> Other: 6-9 Frequently bypass 4+♦ <input type="checkbox"/> 1NT/1♠: 8 ____ to 10 2NT: Forcing <input type="checkbox"/> Inv. <input type="checkbox"/> 13 ____ to 15 3NT: ____ to ____ Other: 1min.>2H=Flat 11-12	
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 type="checkbox"/> Overcalls <input type="checkbox"/> Preempts <input 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 14+ to 17 to 5-Card Major Common <input checked="" type="checkbox"/> System On Over 2C/b/Dbl 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♠ Range 2NT 5/5 minors	
3♣ >Diamonds 3♦ 5/5 Maj.GF 3♥ 3.1.4/5 3♠ 1.3.4/5 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"/> 2/3	
2NT 20 to 21 Puppet Stayman <input type="checkbox"/> Transfer Responses: Jacoby <input checked="" type="checkbox"/> Texas <input checked="" type="checkbox"/> 3♠ >Relay 3NT 3NT 0 ____ to 11 5/6 minors Conventional NT Opening	
DESCRIBE	
2♣ 22+ to _____ HCP Or 4-loser hand Strong <input checked="" type="checkbox"/> Other <input type="checkbox"/> 2♦ Response: Neg <input type="checkbox"/> Waiting <input checked="" type="checkbox"/> 2♦ 5 ____ to 11 HCP ronf 4c=aces 01122 Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/> 2♥ 5 ____ to 11 HCP ronf Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/> 2♠ 5 ____ to 11 HCP ronf Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/>	
RESPONSES/REBIDS	
2nd Neg.Cheapest min Kokish Ogust 2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/> Ogust 2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/> Ogust 2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/>	
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 Cl/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.	