

SPECIAL DOUBLES After Overcall: Penalty <input type="checkbox"/> Negative <input checked="" type="checkbox"/> thru 4 D Responsive: <input checked="" type="checkbox"/> thru 4 D Maximal <input checked="" type="checkbox"/> Support: Dbl <input checked="" type="checkbox"/> thru 2 H Rdbl <input type="checkbox"/> Card-showing <input type="checkbox"/> Min. Offshape T/O <input type="checkbox"/>		NOTRUMP OVERCALLS Direct: 15 to 18 Systems on <input checked="" type="checkbox"/> Conv. _____ Balance: 11 to 14 Jump to 2NT: Minors <input type="checkbox"/> 2 Lowest <input checked="" type="checkbox"/> Conv. _____																													
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"/> Cue Bid Limit Raise		DEFENSE VS NOTRUMP vs: _____ 2♣ -> D D or M/m _____ 2♦ H & S _____ 2♥ H _____ 2♠ S _____ Dbl Penalty _____ Other: _____																													
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 checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Minors <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Other: _____																													
OPENING PREEMPTS Sound Light Very Light 3/4-bids <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> Conv./Resp. _____		VS OPENING PREEMPT DOUBLE IS Takeout <input checked="" type="checkbox"/> thru 4H Penalty <input type="checkbox"/> Conv. Takeout: _____ Lebensohl 2NT Response <input checked="" type="checkbox"/> Other: _____																													
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"/>		SLAM CONVENTIONS Gerber <input checked="" type="checkbox"/> 4NT: Blackwood <input type="checkbox"/> RKC <input type="checkbox"/> 1430 <input checked="" type="checkbox"/> # of K _____																													
vs. Interference: DOPI <input checked="" type="checkbox"/> DEPO <input type="checkbox"/> Level: _____ ROPI <input type="checkbox"/>																															
LEADS (click card led, if not in bold) versus Suits versus Notrump <table border="0"> <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 checked="" type="checkbox"/> vs NT <input checked="" type="checkbox"/> 3rd/5th Best vs Suits <input type="checkbox"/> vs NT <input type="checkbox"/>		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	DEFENSIVE CARDING vs Suits vs NT 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"/> 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"/>	
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																												
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																															

NAMES Steven Lawrence Sandy McIlwain		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 type="checkbox"/> System On Over Dbl 2C _____ 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♠ MSS _____ 2NT->C weak minor _____		3♣ C Inv _____ 3♦ D Inv _____ 3♥ H Slam Try _____ 3♠ S Slam Try _____ 4♦, 4♥ Transfer <input checked="" type="checkbox"/> Smolen <input checked="" type="checkbox"/> Lebensohl <input checked="" type="checkbox"/> (F denies) Negative Double <input checked="" type="checkbox"/> 3 I _____	
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"/>		MINOR OPENING 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 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 type="checkbox"/> Splinter <input checked="" type="checkbox"/> Other: Inv Jump Shift 1NT: Forcing <input checked="" type="checkbox"/> Semi-forcing <input checked="" type="checkbox"/> 2NT: Forcing <input type="checkbox"/> Inv. <input type="checkbox"/> to _____ 3NT: 13 to 15 Drury <input type="checkbox"/> : Reverse <input checked="" type="checkbox"/> 2-Way <input type="checkbox"/> Fit <input type="checkbox"/> Other: Help Suit GT		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 type="checkbox"/> Single raise <input checked="" type="checkbox"/> Other: G I + Frequently bypass 4+♦ <input checked="" type="checkbox"/> 1NT/1♠: 6 to 10 2NT: Forcing <input type="checkbox"/> Inv. <input checked="" type="checkbox"/> 10+ to 12 3NT: 13 to 15 Other: Lebendold (Cheapest)	
DESCRIBE 2♣ 22 to + HCP or Game Force Strong <input checked="" type="checkbox"/> Other <input type="checkbox"/> 2 H no A or K 2♠ Response: Neg <input type="checkbox"/> Waiting <input checked="" type="checkbox"/> 2NT Good H suit		RESPONSES/REBIDS D RD Weak Pass Waiting Graded 4 Way 2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/> 2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/> 2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>	
OTHER CONV CALLS: New Minor Forcing <input checked="" type="checkbox"/> 2-Way NMF <input type="checkbox"/> Weak jump shifts: In Comp. <input checked="" type="checkbox"/> Not In Comp. <input type="checkbox"/> Over Minor Opening Bids 4th Suit Forcing: 1 Round <input type="checkbox"/> To Game <input checked="" type="checkbox"/> Unusual vs Unusual Serious Slam Try			