

<p><b>SPECIAL DOUBLES</b>          After Overcall: Penalty <input type="checkbox"/>          Negative <input checked="" type="checkbox"/> thru 3S          Responsive: <input type="checkbox"/> thru _____ Maximal <input type="checkbox"/>          Support: Dbl <input checked="" type="checkbox"/> thru 3S Rdbl <input checked="" type="checkbox"/>          Card-showing <input type="checkbox"/> Min. Offshape T/O <input type="checkbox"/></p>	<p><b>NOTRUMP OVERCALLS</b>          Direct: 15 to 17 Systems on <input checked="" type="checkbox"/>          Conv. _____          Balance: 12 to 14          Jump to 2NT: Minors <input type="checkbox"/> 2 Lowest <input checked="" type="checkbox"/>          Conv. _____</p>	<p><b>NAMES</b> Cecil and Eric</p> <p style="text-align: center;"><b>GENERAL APPROACH</b></p> SAYC Two Over One: Game Forcing <input 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"/>																															
<p><b>SIMPLE OVERCALL</b>          1-level 8 to 16 HCP (usually)          Often 4 cards <input type="checkbox"/> Very light style <input type="checkbox"/>  <b>Responses</b>          New Suit: Forcing <input checked="" type="checkbox"/> NF Const <input type="checkbox"/> NF <input type="checkbox"/>          Jump Raise: Forcing <input type="checkbox"/> Inv. <input checked="" type="checkbox"/> Weak <input type="checkbox"/></p>	<p style="text-align: center;"><b>DEFENSE VS NOTRUMP</b></p> vs: cpp _____ 2♣ one suit _____ 2♦ majors _____ 2♥ H and a minor _____ 2♠ S and a minor _____ Dbl penalty _____ Other: _____	<p style="text-align: center;"><b>NOTRUMP OPENING BIDS</b></p> 1NT _____ 15 to 17 _____ to _____ 5-Card Major Common <input checked="" type="checkbox"/> System On Over Double _____ 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♠ 3C pass or 3D _____ 2NT invitation _____	<p>3♣ forcing _____          3♦ forcing _____          3♥ forcing _____          3♠ forcing _____          4♦, 4♥ Transfer <input checked="" type="checkbox"/>          Smolen <input type="checkbox"/>          Lebensohl <input type="checkbox"/> ( _____ denies)          Negative Double <input type="checkbox"/> _____          1NX/2CX system on, _____</p>																														
<p style="text-align: center;"><b>JUMP OVERCALL</b></p> Strong <input type="checkbox"/> Intermediate <input checked="" type="checkbox"/> Weak <input checked="" type="checkbox"/> 2N= two lower suits	<p style="text-align: center;"><b>OVER OPP'S T/O DOUBLE</b></p> New Suit Forcing: 1-level <input checked="" type="checkbox"/> 2-level <input checked="" type="checkbox"/> Redouble implies no fit <input type="checkbox"/> 2NT Over Limit + Limit Weak Majors <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Minors <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Other: XX = 10+ any shape	<p style="text-align: center;"><b>MAJOR OPENING</b></p> Expected Min. Length 4 5 1st/2nd <input type="checkbox"/> <input checked="" type="checkbox"/> 3rd/4th <input type="checkbox"/> <input checked="" type="checkbox"/> <p style="text-align: center;"><b>RESPONSES</b></p> Double Raise: Force <input type="checkbox"/> Inv. <input checked="" type="checkbox"/> Weak <input type="checkbox"/> After Overcall: Force <input type="checkbox"/> Inv. <input checked="" type="checkbox"/> Weak <input type="checkbox"/> Conv. Raise: 2NT <input checked="" type="checkbox"/> 3NT <input type="checkbox"/> Splinter <input checked="" type="checkbox"/> Other: Jacoby 2NT over M opening 1NT: Forcing <input type="checkbox"/> Semi-forcing <input type="checkbox"/> 2NT: Forcing <input checked="" type="checkbox"/> Inv. <input type="checkbox"/> to _____ 3NT: 13 to 15 Drury <input type="checkbox"/> : Reverse <input type="checkbox"/> 2-Way <input type="checkbox"/> Fit <input type="checkbox"/> Other: Jacoby 2NT forcing to game																															
<p style="text-align: center;"><b>OPENING PREEMPTS</b></p> Sound Light Very Light 3/4-bids <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> Conv./Resp. _____	<p style="text-align: center;"><b>VS OPENING PREEMPT DOUBLE IS</b></p> Takeout <input type="checkbox"/> thru _____ Penalty <input type="checkbox"/> Conv. Takeout: _____ Lebensohl 2NT Response <input type="checkbox"/> Other: _____	<p style="text-align: center;"><b>MINOR OPENING</b></p> 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"/> <p style="text-align: center;"><b>RESPONSES</b></p> Double Raise: Force <input type="checkbox"/> Inv. <input checked="" type="checkbox"/> Weak <input type="checkbox"/> After Overcall: Force <input type="checkbox"/> Inv. <input checked="" type="checkbox"/> Weak <input type="checkbox"/> Forcing Raise: J/S in other minor <input type="checkbox"/> Single raise <input type="checkbox"/> Other: 6-10 non-forcing Frequently bypass 4+♦ <input checked="" type="checkbox"/> 1NT/1♣: 6 to 10 2NT: Forcing <input type="checkbox"/> Inv. <input checked="" type="checkbox"/> 11 to 12 3NT: 13 to 15 Other: _____																															
<p style="text-align: center;"><b>DIRECT CUEBID</b></p> 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"/>	<p><b>SLAM CONVENTIONS</b> Gerber <input type="checkbox"/> 4NT: Blackwood <input type="checkbox"/> RKC <input type="checkbox"/> 1430 <input checked="" type="checkbox"/></p> <p>vs. Interference: DOPI <input checked="" type="checkbox"/> DEPO <input type="checkbox"/> Level: _____ ROPI <input type="checkbox"/></p>																																
<p style="text-align: center;"><b>LEADS</b> (click card led, if not in bold)</p> <table style="width:100%; border-collapse: collapse;"> <tr> <td style="width:50%; text-align: center;">versus Suits</td> <td style="width:50%; text-align: center;">versus Notrump</td> </tr> <tr> <td> <table style="width:100%; border-collapse: collapse;"> <tr><td>x x</td><td>x x x x</td></tr> <tr><td>x x x</td><td>x x x x x</td></tr> <tr><td>A K x</td><td>10 9 x</td></tr> <tr><td>K Q x</td><td>K J 10 x</td></tr> <tr><td>Q J x</td><td>K 10 9 x</td></tr> <tr><td>J 10 x</td><td>Q 10 9 x</td></tr> <tr><td>K Q 10 9</td><td>Q 10 9 x</td></tr> </table> </td> <td> <table style="width:100%; border-collapse: collapse;"> <tr><td>x x</td><td>x x x x</td></tr> <tr><td>x x x</td><td>x x x x x</td></tr> <tr><td>A K J x</td><td>A Q J x</td></tr> <tr><td>A J 10 9</td><td>A 10 9 8</td></tr> <tr><td>K Q J x</td><td>K Q 10 9</td></tr> <tr><td>Q J 10 x</td><td>Q 10 9 8</td></tr> <tr><td>J 10 9 x</td><td>10 9 8 x</td></tr> </table> </td> </tr> </table> <p style="text-align: center;"><b>Length Leads:</b></p> 4th Best vs Suits <input type="checkbox"/> vs NT <input checked="" type="checkbox"/> 3rd/5th Best vs Suits <input type="checkbox"/> vs NT <input type="checkbox"/> <p>BOSTON leads Attitude vs NT <input type="checkbox"/></p> <p style="text-align: center;"><b>Primary signal to partner's leads</b></p> Attitude <input checked="" type="checkbox"/> Count <input type="checkbox"/> Suit Preference <input type="checkbox"/>	versus Suits	versus Notrump	<table style="width:100%; border-collapse: collapse;"> <tr><td>x x</td><td>x x x x</td></tr> <tr><td>x x x</td><td>x x x x x</td></tr> <tr><td>A K x</td><td>10 9 x</td></tr> <tr><td>K Q x</td><td>K J 10 x</td></tr> <tr><td>Q J x</td><td>K 10 9 x</td></tr> <tr><td>J 10 x</td><td>Q 10 9 x</td></tr> <tr><td>K Q 10 9</td><td>Q 10 9 x</td></tr> </table>	x x	x x x x	x x x	x x x x x	A K x	10 9 x	K Q x	K J 10 x	Q J x	K 10 9 x	J 10 x	Q 10 9 x	K Q 10 9	Q 10 9 x	<table style="width:100%; border-collapse: collapse;"> <tr><td>x x</td><td>x x x x</td></tr> <tr><td>x x x</td><td>x x x x x</td></tr> <tr><td>A K J x</td><td>A Q J x</td></tr> <tr><td>A J 10 9</td><td>A 10 9 8</td></tr> <tr><td>K Q J x</td><td>K Q 10 9</td></tr> <tr><td>Q J 10 x</td><td>Q 10 9 8</td></tr> <tr><td>J 10 9 x</td><td>10 9 8 x</td></tr> </table>	x x	x x x x	x x x	x x x x x	A K J x	A Q J x	A J 10 9	A 10 9 8	K Q J x	K Q 10 9	Q J 10 x	Q 10 9 8	J 10 9 x	10 9 8 x	<p style="text-align: center;"><b>DEFENSIVE CARDING</b></p> Standard: <input checked="" type="checkbox"/> vs Suits vs NT <input checked="" type="checkbox"/> Except <input type="checkbox"/> Upside-Down Count <input type="checkbox"/> <input type="checkbox"/> Upside-Down Attitude <input type="checkbox"/> <input type="checkbox"/> <p style="text-align: center;"><b>FIRST DISCARD</b></p> Lavinthal <input type="checkbox"/> <input type="checkbox"/> Odd/Even <input type="checkbox"/> <input type="checkbox"/> <p style="text-align: center;"><b>OTHER CARDING</b></p> 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"/>
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<p><b>OTHER CONV CALLS:</b> New Minor Forcing <input checked="" 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 checked="" type="checkbox"/> To Game <input type="checkbox"/></p>																																	