

<p>SPECIAL DOUBLES</p> <p>After Overcall: Penalty <input type="checkbox"/> _____</p> <p>Negative <input checked="" type="checkbox"/> thru 4D</p> <p>Responsive: <input checked="" type="checkbox"/> thru 4D Maximal <input type="checkbox"/></p> <p>Support: Dbl <input checked="" type="checkbox"/> thru 2S Rdbl <input checked="" type="checkbox"/></p> <p>Card-showing <input type="checkbox"/> Min. Offshape T/O <input type="checkbox"/></p> <hr/> <p>SIMPLE OVERCALL</p> <p>1-level 5 to 17 HCP (usually)</p> <p>Often 4 cards <input type="checkbox"/> Very light style <input type="checkbox"/></p> <p>Responses</p> <p>New Suit: Forcing <input checked="" type="checkbox"/> NF Const <input type="checkbox"/> NF <input type="checkbox"/></p> <p>Jump Raise: Forcing <input type="checkbox"/> Inv. <input type="checkbox"/> Weak <input type="checkbox"/></p> <hr/> <p>JUMP OVERCALL</p> <p>Strong <input type="checkbox"/> Intermediate <input type="checkbox"/> Weak <input checked="" type="checkbox"/></p> <hr/> <p>OPENING PREEMPTS</p> <p>Sound <input checked="" type="checkbox"/> Light <input checked="" type="checkbox"/> Very Light <input type="checkbox"/></p> <p>3/4-bids <input checked="" type="checkbox"/> Conv./Resp. <input type="checkbox"/></p> <hr/> <p>DIRECT CUEBID</p> <p>Over: Minor <input type="checkbox"/> Major <input type="checkbox"/></p> <p>Natural <input type="checkbox"/></p> <p>Strong T/O <input type="checkbox"/></p> <p>Michaels <input checked="" type="checkbox"/></p> <p>vs short C: 2C NAT; 2D MM</p> <hr/> <p>SLAM CONVENTIONS Gerber <input checked="" type="checkbox"/> 4NT: Blackwood <input checked="" type="checkbox"/> RKC <input type="checkbox"/> 1430 <input checked="" type="checkbox"/></p> <p>Minorwood: (mM)MAJORWOOD; D(R)1PS</p> <p>vs. Interference: DOPI <input type="checkbox"/> DEPO <input type="checkbox"/> Level: _____ ROPI <input type="checkbox"/></p> <hr/> <p>LEADS (click card led, if not in bold)</p> <table style="width:100%; font-size: small;"> <tr> <td style="width:50%; text-align: center;">versus Suits</td> <td style="width:50%; text-align: center;">versus Notrump</td> </tr> <tr> <td>x x x x x</td> <td>x x x x x</td> </tr> <tr> <td>x x x x x</td> <td>x x x x x</td> </tr> <tr> <td>A K x</td> <td>A K J x</td> </tr> <tr> <td>K Q x</td> <td>A J 10 9</td> </tr> <tr> <td>Q J x</td> <td>K Q J x</td> </tr> <tr> <td>J 10 x</td> <td>Q J 10 x</td> </tr> <tr> <td>K Q 10 9</td> <td>J 10 9 x</td> </tr> </table> <p style="text-align: center;">Length Leads:</p> <p>4th Best vs Suits <input checked="" type="checkbox"/> vs NT <input checked="" type="checkbox"/></p> <p>3rd/5th Best vs Suits <input type="checkbox"/> vs NT <input type="checkbox"/></p> <p>Suit: Aeven Kodd: K ASK Attitude vs NT <input checked="" type="checkbox"/></p> <p>Primary signal to partner's leads</p> <p>Attitude <input checked="" type="checkbox"/> Count <input type="checkbox"/> Suit Preference <input type="checkbox"/></p> <hr/> <p style="text-align: center;">SPECIAL CARDING <input type="checkbox"/> PLEASE ASK</p>	versus Suits	versus Notrump	x x x x x	x x x x x	x x x x x	x x x x x	A K x	A K J x	K Q x	A J 10 9	Q J x	K Q J x	J 10 x	Q J 10 x	K Q 10 9	J 10 9 x	<p>NOTRUMP OVERCALLS</p> <p>Direct: 15 to 18 Systems on <input checked="" type="checkbox"/></p> <p>Conv. _____</p> <p>Balance: 10 to 16</p> <p>Jump to 2NT: Minors <input type="checkbox"/> 2 Lowest <input checked="" type="checkbox"/></p> <p>Conv. _____</p> <hr/> <p>DEFENSE VS NOTRUMP</p> <p>vs: _____</p> <p>2♠ LANDY (MM) _____</p> <p>2♦ _____</p> <p>2♥ _____</p> <p>2♣ _____</p> <p>Dbl _____</p> <p>Other: _____</p> <hr/> <p>OVER OPP'S T/O DOUBLE</p> <p>New Suit Forcing: 1-level <input checked="" type="checkbox"/> 2-level <input type="checkbox"/></p> <p>Redouble implies no fit <input type="checkbox"/></p> <p>2NT Over Limit + Limit Weak</p> <p>Majors <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/></p> <p>Minors <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/></p> <p>Other: _____</p> <hr/> <p>VS OPENING PREEMPT DOUBLE IS</p> <p>Takeout <input checked="" type="checkbox"/> thru 4H Penalty <input type="checkbox"/></p> <p>Conv. Takeout: _____</p> <p>Lebensohl 2NT Response <input checked="" type="checkbox"/></p> <p>Other: _____</p> <hr/> <p>DEFENSIVE CARDING</p> <p>Standard: <input type="checkbox"/> <input type="checkbox"/></p> <p>Except <input type="checkbox"/> _____</p> <p>Upside-Down Count <input checked="" type="checkbox"/> <input checked="" type="checkbox"/></p> <p>Upside-Down Attitude <input checked="" type="checkbox"/> <input checked="" type="checkbox"/></p> <p>FIRST DISCARD</p> <p>Lavinthal <input type="checkbox"/> <input type="checkbox"/></p> <p>Odd/Even <input type="checkbox"/> <input type="checkbox"/></p> <p>OTHER CARDING</p> <p>Smith Echo <input type="checkbox"/> <input type="checkbox"/></p> <p>Trump Suit Pref. <input type="checkbox"/> <input type="checkbox"/></p> <p>Foster Echo <input type="checkbox"/> <input type="checkbox"/></p> <hr/> <p style="text-align: center;">SPECIAL CARDING <input type="checkbox"/> PLEASE ASK</p>	<p>GENERAL APPROACH</p> <p>Two Over One: Game Forcing <input checked="" type="checkbox"/> Game Forcing Except When Suit Reb</p> <p>VERY LIGHT: Openings <input type="checkbox"/> 3rd Hand <input type="checkbox"/> Overcalls <input type="checkbox"/> Preempts <input type="checkbox"/></p> <p>FORCING OPENING: 1♦ <input type="checkbox"/> 2♣ <input checked="" type="checkbox"/> Natural 2 Bids <input type="checkbox"/> Other <input type="checkbox"/></p> <hr/> <p>NOTRUMP OPENING BIDS</p> <table style="width:100%; font-size: small;"> <tr> <td style="width:33%;">1NT</td> <td style="width:33%;">3♠ Puppet Stayman</td> <td style="width:33%;">2NT 20</td> </tr> <tr> <td>15 to 17</td> <td>3♠ GF mm</td> <td>Pup</td> </tr> <tr> <td>to _____</td> <td>3♥ GF 1-3-(5,4)</td> <td>Trans</td> </tr> <tr> <td>5-Card Major Common <input checked="" type="checkbox"/></td> <td>3♠ GF 3-1-(5,4)</td> <td>Jack</td> </tr> <tr> <td>System On Overx, 2C</td> <td></td> <td>3♠ MSS</td> </tr> <tr> <td>2♠ Stayman <input checked="" type="checkbox"/> Puppet <input type="checkbox"/></td> <td></td> <td>3NT 28</td> </tr> <tr> <td>2♦ Transfer to ♥ <input checked="" type="checkbox"/></td> <td>4♦, 4♥ Transfer <input checked="" type="checkbox"/></td> <td>Convent</td> </tr> <tr> <td>Forcing Stayman <input type="checkbox"/></td> <td>Smolen <input checked="" type="checkbox"/></td> <td></td> </tr> <tr> <td>2♥ Transfer to ♠ <input checked="" type="checkbox"/></td> <td>Lebensohl (QK denies)</td> <td></td> </tr> <tr> <td>2♠ Tsrfr to C -SA 3C</td> <td>Negative Double <input checked="" type="checkbox"/> 3D</td> <td></td> </tr> <tr> <td>2NT Tsrfr to D -SA 3D</td> <td>XX escape to C or D</td> <td></td> </tr> </table> <hr/> <p>MAJOR OPENING</p> <table style="width:100%; font-size: small;"> <tr> <td>Expected Min. Length</td> <td>4</td> <td>5</td> </tr> <tr> <td>1st/2nd</td> <td><input type="checkbox"/></td> <td><input checked="" type="checkbox"/></td> </tr> <tr> <td>3rd/4th</td> <td><input checked="" type="checkbox"/></td> <td><input type="checkbox"/></td> </tr> </table> <p>RESPONSES</p> <p>Double Raise: Force <input type="checkbox"/> Inv. <input type="checkbox"/> Weak <input checked="" type="checkbox"/></p> <p>After Overcall: Force <input type="checkbox"/> Inv. <input type="checkbox"/> Weak <input checked="" type="checkbox"/></p> <p>Conv. Raise: 2NT <input checked="" type="checkbox"/> 3NT <input type="checkbox"/> Splinter <input checked="" type="checkbox"/></p> <p>Other: 3 M short; 4 M 2nd Suit</p> <p>1NT: Forcing <input checked="" type="checkbox"/> Semi-forcing <input type="checkbox"/></p> <p>2NT: Forcing <input type="checkbox"/> Inv. <input type="checkbox"/> to _____</p> <p>3NT: 13 to 15</p> <p>Drury <input checked="" type="checkbox"/>: Reverse <input checked="" type="checkbox"/> 2-Way <input type="checkbox"/> Fit <input type="checkbox"/></p> <p>Other: Reverse Bergen; VOID bids</p> <hr/> <p>MINOR OP</p> <p>Expected Min. Length</p> <p>1♠</p> <p>1♦</p> <p>RESPON</p> <p>Double Raise: Force <input type="checkbox"/> Ir</p> <p>After Overcall: Force <input type="checkbox"/> Ir</p> <p>Forcing Raise: J/S in othe</p> <p>Single raise <input checked="" type="checkbox"/> Other: J/S</p> <p>Frequently bypass 4♦ <input type="checkbox"/></p> <p>1NT/1♠: 6 to 10</p> <p>2NT: Forcing <input type="checkbox"/> Inv. <input checked="" type="checkbox"/> 16</p> <p>3NT: 12 to 15</p> <p>Other: UMJOOmO; Splin</p> <hr/> <p>DESCRIBE</p> <p>2♠ to _____ HCP</p> <p>Strong <input checked="" type="checkbox"/> Other <input type="checkbox"/></p> <p>2♦ Response: Neg <input checked="" type="checkbox"/> Waiting <input type="checkbox"/> 2H waiting</p> <p>2♥ 5 to 10 HCP</p> <p>Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/> 2NT Force</p> <p>2♠ 5 to 10 HCP</p> <p>Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/> 2NT Force</p> <p>2♣ 5 to 10 HCP</p> <p>Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/> 2NT Force</p> <hr/> <p>OTHER CONV CALLS: New Minor Forcing <input checked="" type="checkbox"/> 2-Way NMF <input type="checkbox"/></p> <p>Weak jump shifts: In Comp. <input type="checkbox"/> Not In Comp. <input type="checkbox"/></p> <p>4th Suit Forcing: 1 Round <input type="checkbox"/> To Game <input checked="" type="checkbox"/> except 1S</p> <p>CRASH; Modified Meckwell; UN vs UN; 1m/1NT (OPP/2om:TO= MM or</p>	1NT	3♠ Puppet Stayman	2NT 20	15 to 17	3♠ GF mm	Pup	to _____	3♥ GF 1-3-(5,4)	Trans	5-Card Major Common <input checked="" type="checkbox"/>	3♠ GF 3-1-(5,4)	Jack	System On Overx, 2C		3♠ MSS	2♠ Stayman <input checked="" type="checkbox"/> Puppet <input type="checkbox"/>		3NT 28	2♦ Transfer to ♥ <input checked="" type="checkbox"/>	4♦, 4♥ Transfer <input checked="" type="checkbox"/>	Convent	Forcing Stayman <input type="checkbox"/>	Smolen <input checked="" type="checkbox"/>		2♥ Transfer to ♠ <input checked="" type="checkbox"/>	Lebensohl (QK denies)		2♠ Tsrfr to C -SA 3C	Negative Double <input checked="" type="checkbox"/> 3D		2NT Tsrfr to D -SA 3D	XX escape to C or D		Expected Min. 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