

<b>DOUBLES</b> Negative <input checked="" type="checkbox"/> Thru <u>4D</u> Penalty <input type="checkbox"/> Responsive <input checked="" type="checkbox"/> Thru <u>4D</u> Maximal <input type="checkbox"/> Support <input checked="" type="checkbox"/> Thru <u>2H</u> Rdbl <input checked="" type="checkbox"/> T/O Style _____ Other _____	<b>NT OVERCALLS</b> Direct 1NT <u>15</u> to <u>18</u> Systems On <input checked="" type="checkbox"/> Balance 1NT <u>11</u> to <u>14</u> Systems On <input checked="" type="checkbox"/> Conv <input type="checkbox"/> _____ Jump to 2NT: 2 Lowest Unbid <input checked="" type="checkbox"/> Other _____
<b>OVERCALLS</b> 1-Lvl <u>7+</u> to <u>20</u> Often 4 Cards <input type="checkbox"/> 2-Lvl _____ to _____ Jump Overcalls: Wk <input checked="" type="checkbox"/> Int <input type="checkbox"/> Str <input type="checkbox"/> Conv <input type="checkbox"/> _____ Responses _____ New Suit: F <input type="checkbox"/> NF Const <input type="checkbox"/> NF <input type="checkbox"/> Tfr <input type="checkbox"/> Jump Raise: Wk <input type="checkbox"/> Mixed <input type="checkbox"/> Inv <input type="checkbox"/> Cuebids _____ Support <input type="checkbox"/> Other _____	<b>VS 1NT OPENING</b> Vs _____ Vs _____ Dbl <u>penalty orient</u> Dbl _____ 2♣ <u>single suited</u> 2♣ _____ 2♦ <u>majors</u> 2♦ _____ 2♥ <u>H + minor</u> 2♥ _____ 2♠ <u>S + minor</u> 2♠ _____ 2NT <u>minors</u> 2NT _____ Other _____
<b>DIRECT CUEBIDS</b> Vs: Art Quasi Nat Nat ♣♦ ♣♦ ♣♦ ♡♠ Michaels <input type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> Natural <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Other <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Describe _____	<b>VS TAKEOUT DBL</b> New Suit F: 2 Lvl <input type="checkbox"/> Tfr <input type="checkbox"/> Jump Shift: Wk <input type="checkbox"/> Inv <input type="checkbox"/> F <input type="checkbox"/> Fit <input type="checkbox"/> Rdbl: 10+ <input checked="" type="checkbox"/> Conv <input type="checkbox"/> _____ 2NT Over: Nat Raise Range ♣♦ <input type="checkbox"/> <input checked="" type="checkbox"/> <u>9</u> to <u>11</u> ♡♠ <input type="checkbox"/> <input checked="" type="checkbox"/> <u>9</u> to <u>11</u> Other _____
<b>PREEMPTS</b> 3-Level Style (Seat/Vul) <u>Rule of 2, 3, 1</u> <u>usually 7-cards (except 3D)</u> Resp <u>new suit forc.</u> 4-Level Style <u>usually 8 cards</u> Resp _____ 4♣/4♦ Tfr <input type="checkbox"/> Other _____	<b>VS PREEMPTS</b> 2NT Overcall <u>16-18</u> T/O Dbl Thru <u>4H</u> Penalty <input type="checkbox"/> 2NT Lebensohl Resp <input checked="" type="checkbox"/> Cuebid _____ Jump Overcalls _____ Other _____
<b>SLAMS</b> 4♣ Gerber: Directly Over NT <input checked="" type="checkbox"/> Over NT Seq <input type="checkbox"/> Non-NT Seq <input type="checkbox"/> 4NT: Blackwood <input type="checkbox"/> RKC 0314 <input type="checkbox"/> RKC 1430 <input checked="" type="checkbox"/> Control Bids _____ Vs Interference <u>DOPI</u> Other _____	<b>SIGNALS</b> Primary Signals to: Declarer's Lead Partner's Lead <input type="checkbox"/> Attitude <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> Count <input type="checkbox"/> <input type="checkbox"/> Suit Preference <input type="checkbox"/> Exceptions _____ First Discard: Std <input type="checkbox"/> Upside Down <input checked="" type="checkbox"/> Lavinthal <input type="checkbox"/> Odd/Even <input type="checkbox"/> Other <input type="checkbox"/>
<b>CARDING</b> Suits NT <input type="checkbox"/> Standard - Attitude <input type="checkbox"/> <input checked="" type="checkbox"/> Standard - Count <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> Upside Down - Attitude <input checked="" type="checkbox"/> <input type="checkbox"/> Upside Down - Count <input type="checkbox"/> Exceptions _____ Other Carding: _____ Smith Echo: Suits <input type="checkbox"/> NT <input type="checkbox"/> Reverse <input type="checkbox"/> Trump Signals <u>echo</u>	<b>LEADS vs NT</b> CIRCLE CARD LED (if not bold): Length Leads: 4 <sup>th</sup> <input checked="" type="checkbox"/> 3 <sup>rd</sup> /5 <sup>th</sup> <input type="checkbox"/> 3 <sup>rd</sup> /Low <input type="checkbox"/> Attitude <input type="checkbox"/> Small from xx <input type="checkbox"/> xx xxx xxxx xxxxx Hxx Hxxx Hxxxx After 1 <sup>st</sup> Trick _____ Honor Leads: AKx (+) Varies <input type="checkbox"/> <b>KQx QJx JT x T9x</b> Interior Seq: <b>KJT x KT9x QT9x</b> Exceptions _____

<b>OVERVIEW</b> Names <u>Law Richardson - John Stevens</u> General Approach <u>2/1 game forcing</u> Min Expected HCP when Balanced: Opening <u>12</u> Responding <u>5</u> Forcing Open: <u>1♣</u> <u>2♣</u> <u>Other</u> _____ 1NT Open: Str <input checked="" type="checkbox"/> Wk <input type="checkbox"/> Variable <input type="checkbox"/> Bids That May Require Preparation _____
<b>MINORS</b> 1♣ Min Length: 5 <input type="checkbox"/> 4 <input type="checkbox"/> 3 <input checked="" type="checkbox"/> NF 2 <input type="checkbox"/> (4432 only <input type="checkbox"/> ) NF 1 <input type="checkbox"/> NF 0 <input type="checkbox"/> Art F <input type="checkbox"/> Resp _____ Transfer Resp <input type="checkbox"/> 1♦ _____ Bypass 5+ <input type="checkbox"/> Raises _____ 1NT <u>6</u> to <u>10</u> Single: NF <input type="checkbox"/> Inv+ <input type="checkbox"/> GF <input checked="" type="checkbox"/> 2NT <u>11</u> to <u>12</u> Jump: Wk <input checked="" type="checkbox"/> Mixed <input type="checkbox"/> Inv <input type="checkbox"/> After Overcall: Wk <input checked="" type="checkbox"/> Mixed <input type="checkbox"/> Inv <input type="checkbox"/> 1♦ Min Length: 5 <input type="checkbox"/> 4 <input type="checkbox"/> 3 <input checked="" type="checkbox"/> Unbal <input type="checkbox"/> NF 2 <input type="checkbox"/> NF 1 <input type="checkbox"/> NF 0 <input type="checkbox"/> Art F <input type="checkbox"/> Resp _____ Same as over 1♣ <input type="checkbox"/> Raises _____ Single: NF <input type="checkbox"/> Inv+ <input type="checkbox"/> GF <input checked="" type="checkbox"/> Jump: Wk <input checked="" type="checkbox"/> Mixed <input type="checkbox"/> Inv <input type="checkbox"/> After Overcall: Wk <input checked="" type="checkbox"/> Mixed <input type="checkbox"/> Inv <input type="checkbox"/> 1♥/♠ Art Raises: 2NT <input checked="" type="checkbox"/> 3NT <input type="checkbox"/> Splinter <input checked="" type="checkbox"/> 1 <sup>st</sup> /2 <sup>nd</sup> Length: 4 <input type="checkbox"/> 5 <input checked="" type="checkbox"/> 3 <sup>rd</sup> /4 <sup>th</sup> Length: 4 <input type="checkbox"/> 5 <input checked="" type="checkbox"/> 1NT: F <input checked="" type="checkbox"/> Semi-F <input type="checkbox"/> Bypass ♠ <input type="checkbox"/> Other <u>3rd may be 4-card</u> Jump Raise: Wk <input type="checkbox"/> Mixed <input type="checkbox"/> Inv <input checked="" type="checkbox"/> After Overcall: Wk <input checked="" type="checkbox"/> Mixed <input type="checkbox"/> Inv <input type="checkbox"/>
<b>MAJORS</b> 1NT <u>15</u> to <u>17</u> (Seat/Vul <u>all</u> ) 1NT _____ to _____ (Same Resp: Y <input type="checkbox"/> N <input type="checkbox"/> ) 5-Card Major <input checked="" type="checkbox"/> Sys On vs _____ 2♣ Stayman <input checked="" type="checkbox"/> Puppet <input type="checkbox"/> Other <input type="checkbox"/> 2♦: Nat <input type="checkbox"/> Tfr <input checked="" type="checkbox"/> Other _____ 2♥: Nat <input type="checkbox"/> Tfr <input checked="" type="checkbox"/> Other _____ 2♠: Nat <input type="checkbox"/> Tfr <input checked="" type="checkbox"/> Other _____ 2NT: Nat <input type="checkbox"/> Tfr <input checked="" type="checkbox"/> Other _____ Smolen <input checked="" type="checkbox"/> Tfr: 4♣ <input type="checkbox"/> 4♦ <input checked="" type="checkbox"/> 4♥ <input checked="" type="checkbox"/> Dbl: Neg <input type="checkbox"/> Pen <input type="checkbox"/> Other _____ Lebensohl <input checked="" type="checkbox"/> fast denies _____
<b>NOTRUMP</b> 2NT <u>20</u> to <u>21</u> Puppet <input checked="" type="checkbox"/> 3♠ <input checked="" type="checkbox"/> minor suit Stayman Conv <input type="checkbox"/> _____ Tfr: 3Lvl <input checked="" type="checkbox"/> 4Lvl <input checked="" type="checkbox"/> Neg Dbl <input type="checkbox"/> Other _____ 3NT <u>26</u> to <u>27</u> One Suit <input type="checkbox"/> _____ 2♣ <u>22</u> to + <u>if balanced</u> 2♦ Neg <input type="checkbox"/> Waiting <input checked="" type="checkbox"/> Very Str <input checked="" type="checkbox"/> Str <input type="checkbox"/> Nat <input type="checkbox"/> Conv <input type="checkbox"/> _____ Steps <input type="checkbox"/> _____ 2♥ Neg <input checked="" type="checkbox"/> Other <u>2H = no A, K or 2Q</u>
<b>2 LEVEL</b> 2♦ <u>10+</u> to <u>15</u> 4Sp, 5H (Flannery) _____ New Suit NF <input type="checkbox"/> Wk <input type="checkbox"/> Int <input type="checkbox"/> Str <input type="checkbox"/> Conv <input checked="" type="checkbox"/> Rebids over 2NT: <u>3 min shows 3</u> Other _____ 2♥ <u>5</u> to <u>10</u> Ogust _____ New Suit NF <input type="checkbox"/> Wk <input checked="" type="checkbox"/> Int <input type="checkbox"/> Str <input type="checkbox"/> 2 Suits <input type="checkbox"/> Rebids over 2NT: <u>describes hanc</u> Other _____ 2♠ <u>5</u> to <u>10</u> Ogust _____ New Suit NF <input type="checkbox"/> Wk <input checked="" type="checkbox"/> Int <input type="checkbox"/> Str <input type="checkbox"/> 2 Suits <input type="checkbox"/> Rebids over 2NT: <u>describes hanc</u> Other _____
<b>OTHER</b> Jump Shift Resp <u>strong but weak in competition</u> Vs (Very)Str Open _____ NMF <input checked="" type="checkbox"/> 2Way NMF <input type="checkbox"/> XYZ <input type="checkbox"/> 4 <sup>th</sup> SF: 1Rnd <input type="checkbox"/> GF <input checked="" type="checkbox"/>