

<p>SPECIAL DOUBLES</p> <p>After Overcall: Penalty <input type="checkbox"/></p> <p>Negative <input checked="" type="checkbox"/> thru 3S</p> <p>Responsive: <input checked="" type="checkbox"/> thru 3S Maximal <input type="checkbox"/></p> <p>Support: Dbl <input type="checkbox"/> thru <input type="checkbox"/> Rdbl <input type="checkbox"/></p> <p>Card-showing <input type="checkbox"/> Min. Offshape T/O <input type="checkbox"/></p> <p>1 level by opr 15-17 no stop</p> <p>SIMPLE OVERCALL</p> <p>1-level 7 to + 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 type="checkbox"/> NFConst <input type="checkbox"/> NF <input checked="" type="checkbox"/></p> <p>Jump Raise: Forcing <input type="checkbox"/> Inv. <input type="checkbox"/> Weak <input checked="" type="checkbox"/></p> <p>Jump Q is mixed LR</p> <p>JUMP OVERCALL</p> <p>Strong <input type="checkbox"/> Intermediate <input type="checkbox"/> Weak <input checked="" type="checkbox"/></p> <p>OPENING PREEMPTS</p> <p>Sound <input type="checkbox"/> Light <input checked="" type="checkbox"/> Very Light <input type="checkbox"/></p> <p>3/4-bids <input type="checkbox"/> Conv./Resp. <input type="checkbox"/></p> <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"/> <input checked="" type="checkbox"/></p>	<p>NOTRUMP OVERCALLS</p> <p>Direct: 15 to 18 Systems on <input type="checkbox"/></p> <p>Conv. <input type="checkbox"/></p> <p>Balance: 11 to 14</p> <p>Jump to 2NT: Minors <input type="checkbox"/> 2 Lowest <input checked="" type="checkbox"/></p> <p>Conv. Systems on <input type="checkbox"/></p> <p>DEFENSE VS NOTRUMP</p> <p>vs: Weak/Strong <input type="checkbox"/></p> <p>2♠ Hearts & lower <input type="checkbox"/></p> <p>2♠ Spades & lower <input type="checkbox"/></p> <p>2♥ Hearts <input type="checkbox"/></p> <p>2♠ Spades <input type="checkbox"/></p> <p>Dbl Penalty <input type="checkbox"/> By PH = 1 m</p> <p>Other: <input type="checkbox"/></p> <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: <input type="checkbox"/></p> <p>VS OPENING PREEMPT DOUBLE IS</p> <p>Takeout <input checked="" type="checkbox"/> thru 4H Penalty <input type="checkbox"/></p> <p>Conv. Takeout: <input type="checkbox"/></p> <p>Lebensohl 2NT Response <input checked="" type="checkbox"/></p> <p>Other: 2NT overcall, syst on <input type="checkbox"/></p>	<p>NAMES Waterman Vincent</p> <p>GENERAL APPROACH</p> <p>ACOL</p> <p>Two Over One: Game Forcing <input type="checkbox"/> Game Forcing Except When Suit Rebid <input type="checkbox"/></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> <p>NOTRUMP OPENING BIDS</p> <p>1NT <input type="checkbox"/> 3♠ Puppet <input type="checkbox"/></p> <p>12 to 14 <input type="checkbox"/> 3♠ 5-5 m, strong <input type="checkbox"/></p> <p>to <input type="checkbox"/> 3♥ 3-1-9 <input type="checkbox"/></p> <p>5-Card Major Common <input checked="" type="checkbox"/> 3♠ 1-3-9 <input type="checkbox"/></p> <p>System On Over X and 2C <input type="checkbox"/></p> <p>2♠ Stayman <input checked="" type="checkbox"/> Puppet <input type="checkbox"/></p> <p>2♦ Transfer to ♥ <input checked="" type="checkbox"/> 4♠, 4♥ Transfer <input checked="" type="checkbox"/></p> <p>Forcing Stayman <input type="checkbox"/> Smolen <input checked="" type="checkbox"/></p> <p>2♥ Transfer to ♠ <input checked="" type="checkbox"/> Lebensohl (Fast denies) <input checked="" type="checkbox"/></p> <p>2♠ to 3C <input type="checkbox"/> Negative Double <input checked="" type="checkbox"/> 3D <input type="checkbox"/></p> <p>2NT to 3D <input type="checkbox"/></p> <p>2NT 20 to 21 <input type="checkbox"/></p> <p>Puppet Staymar <input type="checkbox"/></p> <p>Transfer Respon <input type="checkbox"/></p> <p>Jacoby <input checked="" type="checkbox"/> Texas <input type="checkbox"/></p> <p>3♠ Both minors <input type="checkbox"/></p> <p>3NT to <input type="checkbox"/></p> <p>Any solid suit, no os. <input type="checkbox"/></p> <p>Conventional NT Or <input type="checkbox"/></p> <p>MAJOR OPENING</p> <p>Expected Min. Length 4 5</p> <p>1st/2nd <input checked="" type="checkbox"/> <input type="checkbox"/></p> <p>3rd/4th <input checked="" type="checkbox"/> <input type="checkbox"/></p> <p>RESPONSES</p> <p>Double Raise: Force <input type="checkbox"/> Inv. <input checked="" type="checkbox"/> Weak <input 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 type="checkbox"/></p> <p>Other: Jacoby <input type="checkbox"/></p> <p>1NT: Forcing <input type="checkbox"/> Semi-forcing <input type="checkbox"/></p> <p>2NT: Forcing <input type="checkbox"/> Inv. <input type="checkbox"/> to <input type="checkbox"/></p> <p>3NT: 13 to 15 <input type="checkbox"/></p> <p>Drury <input type="checkbox"/> Reverse <input checked="" type="checkbox"/> 2-Way <input type="checkbox"/> Fit <input type="checkbox"/></p> <p>Other: JS by PH = fit <input type="checkbox"/></p> <p>MINOR OPENING</p> <p>Expected Min. Length 4 3 NF 0</p> <p>1♠ <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/></p> <p>1♦ <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/></p> <p>RESPONSES</p> <p>Double Raise: Force <input type="checkbox"/> Inv. <input checked="" type="checkbox"/> Weak <input type="checkbox"/></p> <p>After Overcall: Force <input type="checkbox"/> Inv. <input type="checkbox"/> Weak <input type="checkbox"/></p> <p>Forcing Raise: J/S in other minor <input type="checkbox"/></p> <p>Single raise <input type="checkbox"/> Other: 2NT Jacoby <input type="checkbox"/></p> <p>Frequently bypass 4+ <input type="checkbox"/></p> <p>1NT/1♠: 6 to 10 <input type="checkbox"/></p> <p>2NT: Forcing <input type="checkbox"/> Inv. <input type="checkbox"/> to <input type="checkbox"/></p> <p>3NT: 13 to 15 <input type="checkbox"/></p> <p>Other: JS by PH, splinters <input type="checkbox"/></p> <p>DESCRIBE</p> <p>2♠ to HCP <input type="checkbox"/> Strong <input checked="" type="checkbox"/> Other <input type="checkbox"/></p> <p>2♦ Response: Neg <input type="checkbox"/> Waiting <input checked="" type="checkbox"/></p> <p>2♠ 6 to 10 HCP <input type="checkbox"/> Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/></p> <p>2♥ 6 to 10 HCP <input type="checkbox"/> Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/></p> <p>2♠ 6 to 10 HCP <input type="checkbox"/> Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/></p> <p>OTHER CONV CALLS: New Minor Forcing <input type="checkbox"/> 2-Way NMF <input type="checkbox"/> XYZ - NMF/2NT <input type="checkbox"/></p> <p>Weak jump shifts: In Comp. <input checked="" type="checkbox"/> Not In Comp. <input type="checkbox"/></p> <p>4th Suit Forcing: 1 Round <input type="checkbox"/> To Game <input checked="" type="checkbox"/> 1 round by ph <input type="checkbox"/></p> <p>Extended lebensohl, and over reverses. CRASH. Un/Un. Bourke Relay <input type="checkbox"/></p>	
<p>SLAM CONVENTIONS Gerber <input type="checkbox"/> 4NT: Blackwood <input type="checkbox"/> RKC <input type="checkbox"/> 1430 <input checked="" type="checkbox"/></p> <p>1430 Gerber, only if jump to 4C over natural NT.</p> <p>vs. Interference: DOPI <input type="checkbox"/> DEPO <input checked="" type="checkbox"/> Level: DOPE <input type="checkbox"/> ROPI <input type="checkbox"/></p> <p>LEADS (click card led, if not in bold)</p> <table border="0" style="width:100%;"> <tr> <td style="width:33%;"> <p>versus Suits</p> <p>x x x x x</p> <p>x x x x x</p> <p>A K x 10 9 x</p> <p>K Q x K J 10 x</p> <p>Q J x K 10 9 x</p> <p>J 10 x Q 10 9 x</p> <p>K Q 10 9</p> </td> <td style="width:33%;"> <p>versus Notrump</p> <p>x x x x x</p> <p>x x x x x</p> <p>A K J x A Q J x</p> <p>A J 10 9 A 10 9 8</p> <p>K Q J x K Q 10 9</p> <p>Q J 10 x Q 10 9 8</p> <p>J 10 9 x 10 9 8 x</p> </td> </tr> </table> <p>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>A = At, K = Ct at NT Attitude vs NT <input 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>	<p>versus Suits</p> <p>x x x x x</p> <p>x x x x x</p> <p>A K x 10 9 x</p> <p>K Q x K J 10 x</p> <p>Q J x K 10 9 x</p> <p>J 10 x Q 10 9 x</p> <p>K Q 10 9</p>	<p>versus Notrump</p> <p>x x x x x</p> <p>x x x x x</p> <p>A K J x A Q J x</p> <p>A J 10 9 A 10 9 8</p> <p>K Q J x K Q 10 9</p> <p>Q J 10 x Q 10 9 8</p> <p>J 10 9 x 10 9 8 x</p>	<p>DEFENSIVE CARDING vs Suits vs NT</p> <p>Standard: <input checked="" type="checkbox"/> <input checked="" type="checkbox"/></p> <p>Except <input type="checkbox"/></p> <p>Upside-Down Count <input type="checkbox"/> <input type="checkbox"/></p> <p>Upside-Down Attitude <input type="checkbox"/> <input 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>
<p>versus Suits</p> <p>x x x x x</p> <p>x x x x x</p> <p>A K x 10 9 x</p> <p>K Q x K J 10 x</p> <p>Q J x K 10 9 x</p> <p>J 10 x Q 10 9 x</p> <p>K Q 10 9</p>	<p>versus Notrump</p> <p>x x x x x</p> <p>x x x x x</p> <p>A K J x A Q J x</p> <p>A J 10 9 A 10 9 8</p> <p>K Q J x K Q 10 9</p> <p>Q J 10 x Q 10 9 8</p> <p>J 10 9 x 10 9 8 x</p>		
<p>SPECIAL CARDING <input type="checkbox"/> PLEASE ASK <input type="checkbox"/></p>			

Software by Bridge Base Online, LLC. - www.bridgebase.com