

<b>SPECIAL DOUBLES</b> After Overcall: Penalty <input type="checkbox"/> Negative <input type="checkbox"/> thru _____ Responsive: <input type="checkbox"/> thru _____ Maximal <input type="checkbox"/> Support: Dbl <input type="checkbox"/> thru _____ Rdbl <input type="checkbox"/> Card-showing <input type="checkbox"/> Min. Offshape T/O <input type="checkbox"/>		<b>NOTRUMP OVERCALLS</b> Direct: 15= to 19 Systems on <input type="checkbox"/> Conv. _____ Balance: 10 to 14 Jump to 2NT: Minors <input type="checkbox"/> 2 Lowest <input checked="" type="checkbox"/> Conv. sandwich NT																													
<b>SIMPLE OVERCALL</b> 1-level 6 to 17 HCP (usually) Often 4 cards <input type="checkbox"/> Very light style <input checked="" type="checkbox"/> <b>Responses</b> 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"/>		<b>DEFENSE VS NOTRUMP</b> vs: weak or strong _____ 2♣ majors _____ 2♦ natural _____ 2♥ natural _____ 2♠ natural _____ Dbl _____ Other: 2nt + minors																													
<b>JUMP OVERCALL</b> Strong <input type="checkbox"/> Intermediate <input type="checkbox"/> Weak <input checked="" type="checkbox"/>		<b>OVER OPP'S T/O DOUBLE</b> New Suit Forcing: 1-level <input type="checkbox"/> 2-level <input type="checkbox"/> Redouble implies no fit <input type="checkbox"/> 2NT Over Limit + Limit Weak Majors <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> Minors <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Other:																													
<b>OPENING PREEMPTS</b> Sound Light Very Light 3/4-bids <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> Conv./Resp.		<b>VS OPENING PREEMPT DOUBLE IS</b> Takeout <input checked="" type="checkbox"/> thru 4H Penalty <input type="checkbox"/> Conv. Takeout: _____ Lebensohl 2NT Response <input checked="" type="checkbox"/> Other:																													
<b>DIRECT CUEBID</b> 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"/>		<b>SLAM CONVENTIONS</b> Gerber <input type="checkbox"/> 4NT: Blackwood <input type="checkbox"/> RKC <input type="checkbox"/> 1430 <input type="checkbox"/>																													
vs. Interference: DOPI <input checked="" type="checkbox"/> DEPO <input checked="" type="checkbox"/> Level: _____ ROPI <input checked="" type="checkbox"/>																															
<b>LEADS</b> (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><b>A</b> K x</td><td>10 9 x</td><td><b>A</b> 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></td><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 x	x x x x x	x x x	x x x x x	<b>A</b> K x	10 9 x	<b>A</b> 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	10 9 8 x	<b>DEFENSIVE CARDING</b> 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"/> <b>FIRST DISCARD</b> Lavinthal <input type="checkbox"/> <input type="checkbox"/> Odd/Even <input type="checkbox"/> <input type="checkbox"/> <b>OTHER CARDING</b> 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																												
<b>A</b> K x	10 9 x	<b>A</b> 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	10 9 8 x																												
<b>Length Leads:</b> 4th Best vs Suits <input type="checkbox"/> vs NT <input type="checkbox"/> 3rd/5th Best vs Suits <input checked="" type="checkbox"/> vs NT <input checked="" type="checkbox"/> Attitude vs NT <input type="checkbox"/>		<b>Primary signal to partner's leads</b> Attitude <input checked="" type="checkbox"/> Count <input type="checkbox"/> Suit Preference <input type="checkbox"/>																													
<b>SPECIAL CARDING <input type="checkbox"/> PLEASE ASK</b>																															

<b>NAMES</b> <b>GENERAL APPROACH</b> Two Over One: Game Forcing <input type="checkbox"/> Game Forcing Except When Suit Rebid <input checked="" type="checkbox"/> VERY LIGHT: Openings <input checked="" type="checkbox"/> 3rd Hand <input checked="" type="checkbox"/> Overcalls <input checked="" type="checkbox"/> Preempts <input checked="" type="checkbox"/> FORCING OPENING: 1♠ <input type="checkbox"/> 2♣ <input checked="" type="checkbox"/> Natural 2 Bids <input type="checkbox"/> Other <input type="checkbox"/>	
<b>NOTRUMP OPENING BIDS</b> 1NT _____ 12 to 14 _____ _____ to _____ 5-Card Major Common <input checked="" type="checkbox"/> System On Over _____ 2♣ Stayman <input checked="" type="checkbox"/> Puppet <input type="checkbox"/> 2♦ Transfer to ♥ <input checked="" type="checkbox"/> 4♦, 4♥ Transfer <input type="checkbox"/> Forcing Stayman <input type="checkbox"/> Smolen <input type="checkbox"/> 2♥ Transfer to ♠ <input checked="" type="checkbox"/> Lebensohl <input checked="" type="checkbox"/> ( _____ denies) 2♠ 4th suit TRF _____ Negative Double <input checked="" type="checkbox"/> _____ 2NT _____ south African	
<b>MAJOR OPENING</b> Expected Min. Length 4 5 1st/2nd <input type="checkbox"/> <input checked="" type="checkbox"/> 3rd/4th <input checked="" type="checkbox"/> <input type="checkbox"/> <b>RESPONSES</b> 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 checked="" type="checkbox"/> Splinter <input checked="" type="checkbox"/> Other: JACOBY 1NT: Forcing <input checked="" type="checkbox"/> Semi-forcing <input type="checkbox"/> 2NT: Forcing <input type="checkbox"/> Inv. <input type="checkbox"/> 15+ to _____ 3NT: 12 to 14 _____ Drury <input checked="" type="checkbox"/> : Reverse <input checked="" type="checkbox"/> 2-Way <input checked="" type="checkbox"/> Fit <input type="checkbox"/> Other:	<b>MINOR OPENING</b> Expected Min. Length 4 3 NF 0-2 Conv. 1♣ <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 1♦ <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>RESPONSES</b> 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 checked="" type="checkbox"/> Single raise <input checked="" type="checkbox"/> Other: 12+ _____ Frequently bypass 4+♦ <input type="checkbox"/> 1NT/1♣: 8 to 10 _____ 2NT: Forcing <input type="checkbox"/> Inv. <input checked="" type="checkbox"/> 11 to 12 _____ 3NT: 13 to 15 _____ Other:
<b>DESCRIBE</b> 2♣ 22+ to _____ HCP 8.5 TRICKS Strong <input checked="" type="checkbox"/> Other <input type="checkbox"/> 2♦ Response: Neg <input type="checkbox"/> Waiting <input type="checkbox"/> 2♦ 5 to 10 HCP Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/> 2♥ 5 to 10 HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/> 2♠ 5 to 10 HCP Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/>	<b>RESPONSES/REBIDS</b> 2H = NEG 2D = POS OGUST 2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/> OGUST 2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/> OGUST 2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/>
<b>OTHER CONV CALLS:</b> New Minor Forcing <input type="checkbox"/> 2-Way NMF <input checked="" type="checkbox"/> Weak jump shifts: In Comp. <input type="checkbox"/> Not In Comp. <input type="checkbox"/> REVERSE Flannery _____ 4th Suit Forcing: 1 Round <input type="checkbox"/> To Game <input checked="" type="checkbox"/> _____ 4 level south african preempts	

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