

SPECIAL DOUBLES		
After Overcall: <input type="checkbox"/> Penalty		
Negative <input checked="" type="checkbox"/> thru		
Responsive: <input checked="" type="checkbox"/> thru	Maximal <input checked="" type="checkbox"/>	
Support: Dbl <input type="checkbox"/> thru	Rdbl <input type="checkbox"/>	
Card-showing <input checked="" type="checkbox"/>	Min. Offshape T/O <input type="checkbox"/>	
SIMPLE OVERCALL		
1-level 8+ to 17 HCP (usually)		
Often 4 cards <input type="checkbox"/> Very light style <input checked="" type="checkbox"/>		
Responses		
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"/>		
JUMP OVERCALL		
Strong <input type="checkbox"/>	Intermediate <input type="checkbox"/>	Weak <input checked="" type="checkbox"/>
OPENING PREEMPTS		
Sound <input type="checkbox"/>	Light <input checked="" type="checkbox"/>	Very Light <input checked="" type="checkbox"/>
3/4-bids <input type="checkbox"/>		
Conv./Resp. <input type="checkbox"/>		
DIRECT CUEBID		
Over: Minor <input type="checkbox"/>	Major <input type="checkbox"/>	
Natural <input type="checkbox"/>		
Strong T/O <input type="checkbox"/>		
Michaels <input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	
SLAM CONVENTIONS		
Gerber <input type="checkbox"/>	4NT: Blackwood <input type="checkbox"/>	RKC <input type="checkbox"/> 1430 <input checked="" type="checkbox"/>
Exc = 0, 1, 2, 3		

NOTRUMP OVERCALLS		
Direct: 15 to 17 Systems on <input checked="" type="checkbox"/>		
Conv. <input type="checkbox"/>		
Balance: 10 to 14		
Jump to 2NT: Minors <input type="checkbox"/> 2 Lowest <input checked="" type="checkbox"/>		
Conv. <input type="checkbox"/>		
DEFENSE VS NOTRUMP		
vs: strong <input type="checkbox"/>	weak <input type="checkbox"/>	
2♦ dia or M/m <input type="checkbox"/>		
2♦ majors <input type="checkbox"/>		
2♥ Hearts <input type="checkbox"/>		
2♠ Spades <input type="checkbox"/>		
Dbl clubs or 4M+5+m <input type="checkbox"/>	penalty <input type="checkbox"/>	
Other: 2nt minors <input type="checkbox"/>		
OVER OPP'S T/O DOUBLE		
New Suit Forcing: 1-level <input checked="" type="checkbox"/> 2-level <input type="checkbox"/>		
Redouble implies no fit <input checked="" type="checkbox"/>		
2NT Over <input type="checkbox"/>	Limit + <input type="checkbox"/>	Limit <input type="checkbox"/>
Majors <input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Minors <input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Other: <input type="checkbox"/>		
VS OPENING PREEMPT DOUBLE IS		
Takeout <input checked="" type="checkbox"/> thru 4H <input type="checkbox"/>		Penalty <input type="checkbox"/>
Conv. Takeout <input type="checkbox"/>		
Lebensohl 2NT Response <input checked="" type="checkbox"/>		
Other: <input type="checkbox"/>		

NAMES		
GENERAL APPROACH		
Two Over One: Game Forcing <input checked="" type="checkbox"/> Game Forcing Except When Suit Rebid <input type="checkbox"/>		
VERY LIGHT: Openings <input type="checkbox"/> 3rd Hand <input checked="" 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"/>		
NOTRUMP OPENING BIDS		
1NT <input type="checkbox"/>	3♣ muppet <input type="checkbox"/>	2NT 20 to 21 <input type="checkbox"/>
12 to 14 <input type="checkbox"/>	3♦ 5-5 M inv+ <input type="checkbox"/>	Puppet Stayman <input checked="" type="checkbox"/>
to <input type="checkbox"/>	3♥ 35xx <input type="checkbox"/>	Transfer Responses: <input type="checkbox"/>
5-Card Major Common <input checked="" type="checkbox"/>	3♣ 53xx <input type="checkbox"/>	Jacoby <input checked="" type="checkbox"/> Texas <input checked="" type="checkbox"/>
System On Over <input type="checkbox"/>	SA trsf <input type="checkbox"/>	3♣ transfer 3nt <input type="checkbox"/>
2♦ Stayman <input checked="" type="checkbox"/> Puppet <input type="checkbox"/>	4♦, 4♥ Transfer <input type="checkbox"/>	Muppet staymen <input type="checkbox"/>
2♦ Transfer to ♦ <input checked="" type="checkbox"/>	Smolen <input checked="" type="checkbox"/>	3NT <input type="checkbox"/> to <input type="checkbox"/> gambling <input type="checkbox"/>
Forcing Stayman <input type="checkbox"/>	Lebensohl <input checked="" type="checkbox"/> (fast denies) <input type="checkbox"/>	Conventional NT Openings <input type="checkbox"/>
2♥ Transfer to ♠ <input checked="" type="checkbox"/>	Negative Double <input type="checkbox"/>	
2♣ CL <input type="checkbox"/>		
2NTD <input type="checkbox"/>		
MAJOR OPENING		
Expected Min. Length 4 <input type="checkbox"/> 5 <input type="checkbox"/>		MINOR OPENING
1st/2nd <input type="checkbox"/>	Expected Min. Length 4 3 NF 0-2 Conv. <input type="checkbox"/>	1♣ <input type="checkbox"/>
3rd/4th <input type="checkbox"/>	1♦ <input type="checkbox"/>	1♦ <input type="checkbox"/>
RESPONSES		
Double Raise: Force <input type="checkbox"/> Inv. <input type="checkbox"/> Weak <input checked="" type="checkbox"/>		RESPONSES
After Overcall: Force <input type="checkbox"/> Inv. <input type="checkbox"/> Weak <input checked="" type="checkbox"/>		Double Raise: 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 type="checkbox"/>		After Overcall: Force <input type="checkbox"/> Inv. <input type="checkbox"/> Weak <input checked="" type="checkbox"/>
Other: Bergen <input type="checkbox"/>		Forcing Raise: J/S in other minor <input type="checkbox"/>
1NT: Forcing <input checked="" type="checkbox"/> Semi-forcing <input type="checkbox"/>		Single raise <input checked="" type="checkbox"/> Other: GF <input type="checkbox"/>
2NT: Forcing <input checked="" type="checkbox"/> Inv. <input type="checkbox"/> to <input type="checkbox"/>		Frequently bypass 4♦ <input checked="" type="checkbox"/>
3NT: 12 to 15 <input type="checkbox"/>		1NT/1♣ 8 to 10 <input type="checkbox"/>
Drury <input checked="" type="checkbox"/> Reverse <input type="checkbox"/> 2-Way <input checked="" type="checkbox"/> Fit <input type="checkbox"/>		2NT: Forcing <input type="checkbox"/> Inv. <input checked="" type="checkbox"/> 10 to 12 <input type="checkbox"/>
Other: bergen off by passed hand <input type="checkbox"/>		3NT: 12 to 15 <input type="checkbox"/>
DESCRIBE		
2♣ 22 to + HCP <input type="checkbox"/>		RESPONSES/REBIDS
Strong <input type="checkbox"/> Other <input type="checkbox"/>		2H response 0-3 <input type="checkbox"/>
2♦ Response: Neg <input type="checkbox"/> Waiting <input checked="" type="checkbox"/>		2nt is hearts <input type="checkbox"/>
2♦ 5 to 10 HCP <input type="checkbox"/>		Ogust <input type="checkbox"/>
Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/>		2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/>
2♥ 5 to 10 HCP <input type="checkbox"/>		Ogust <input type="checkbox"/>
Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/>		2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/>
2♣ 5 to 10 HCP <input type="checkbox"/>		Ogust <input type="checkbox"/>
Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input checked="" type="checkbox"/> Conv <input type="checkbox"/>		2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/>
OTHER CONV CALLS: 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"/>		
4th Suit Forcing: 1 Round <input type="checkbox"/> To Game <input checked="" type="checkbox"/> Wolff signoff <input type="checkbox"/>		
Fit jumps: Modified Namyat; transfers in comp; reverse flattery <input type="checkbox"/>		

LEADS (click card led, if not in bold)		
versus Suits <input type="checkbox"/>	versus Notrump <input type="checkbox"/>	
x x <input type="checkbox"/>	x x x <input type="checkbox"/>	x x <input type="checkbox"/>
x x x x <input type="checkbox"/>	x x x <input type="checkbox"/>	x x x <input type="checkbox"/>
A K x <input type="checkbox"/>	A K J x <input type="checkbox"/>	A Q J x <input type="checkbox"/>
10 9 x <input type="checkbox"/>	A 10 9 <input type="checkbox"/>	A 10 9 8 <input type="checkbox"/>
K Q x <input type="checkbox"/>	K J 10 x <input type="checkbox"/>	K Q J x <input type="checkbox"/>
Q J x <input type="checkbox"/>	K 10 9 x <input type="checkbox"/>	K Q 10 9 <input type="checkbox"/>
J 10 x <input type="checkbox"/>	Q 10 9 x <input type="checkbox"/>	Q 10 9 8 <input type="checkbox"/>
K Q 10 9 <input type="checkbox"/>	J 10 9 x <input type="checkbox"/>	10 9 8 x <input type="checkbox"/>
Length Leads:		
4th Best <input type="checkbox"/>	vs Suits <input type="checkbox"/>	vs NT <input type="checkbox"/>
3rd/5th Best <input type="checkbox"/>	vs Suits <input checked="" type="checkbox"/>	vs NT <input checked="" type="checkbox"/>
Attitude <input checked="" type="checkbox"/>	Count <input type="checkbox"/>	Suit Preference <input type="checkbox"/>
DEFENSIVE CARDING		
Standard: <input type="checkbox"/>	vs Suits vs NT <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"/>	
FIRST DISCARD		
Laventhal <input type="checkbox"/>	<input type="checkbox"/>	
Odd/Even <input type="checkbox"/>	<input type="checkbox"/>	
OTHER CARDING		
Smith Echo <input type="checkbox"/>	<input type="checkbox"/>	
Trump Suit Pref. <input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	
Foster Echo <input type="checkbox"/>	<input type="checkbox"/>	
SPECIAL CARDING <input type="checkbox"/> PLEASE ASK		