

<b>SPECIAL DOUBLES</b> After Overcall: <b>Penalty</b> <input type="checkbox"/> Negative <input checked="" type="checkbox"/> thru Responsive: <input checked="" type="checkbox"/> thru _____ Maximal <input checked="" type="checkbox"/> <b>Support:</b> Dbl <input type="checkbox"/> thru _____ Rdbl <input type="checkbox"/> Card-showing <input checked="" type="checkbox"/> Min. Offshape T/O <input type="checkbox"/>		<b>NOTRUMP OVERCALLS</b> <b>Direct:</b> <u>15</u> to <u>17</u> Systems on <input checked="" type="checkbox"/> <b>Conv.</b> _____ <b>Balance:</b> <u>10</u> to <u>14</u> Jump to 2NT: Minors <input type="checkbox"/> 2 Lowest <input checked="" type="checkbox"/> <b>Conv.</b> _____		<b>NAMES</b>													
<b>SIMPLE OVERCALL</b> 1-level <u>8+</u> to <u>17</u> 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: <u>strong</u> _____ <u>weak</u> _____ 2♣ <u>dia or M/m</u> _____ 2♦ <u>majors</u> _____ 2♥ <u>Hearts</u> _____ 2♠ <u>Spades</u> _____ Dbl <u>clubs or 4M+5+m</u> _____ <u>penalty</u> _____ <b>Other:</b> <u>2nt minors</u>		<b>GENERAL APPROACH</b> <b>Two Over One:</b> Game Forcing <input checked="" type="checkbox"/> Game Forcing Except When Suit Rebid <input type="checkbox"/> <b>VERY LIGHT:</b> Openings <input type="checkbox"/> 3rd Hand <input checked="" type="checkbox"/> Overcalls <input type="checkbox"/> Preempts <input type="checkbox"/> <b>FORCING OPENING:</b> 1♣ <input type="checkbox"/> 2♣ <input checked="" type="checkbox"/> <b>Natural 2 Bids</b> <input type="checkbox"/> <b>Other</b> <input type="checkbox"/>													
<b>JUMP OVERCALL</b> <b>Strong</b> <input type="checkbox"/> <b>Intermediate</b> <input type="checkbox"/> <b>Weak</b> <input checked="" type="checkbox"/>		<b>OVER OPP'S T/O DOUBLE</b> New Suit Forcing: 1-level <input checked="" type="checkbox"/> 2-level <input type="checkbox"/> Redouble implies no fit <input checked="" type="checkbox"/> <b>2NT Over</b> _____ <b>Limit +</b> _____ <b>Limit</b> _____ <b>Weak</b> _____ <b>Majors</b> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Minors</b> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Other:</b> _____		<b>NOTRUMP OPENING BIDS</b> <b>1NT</b> _____ <u>12</u> to <u>14</u> _____ to _____ 5-Card Major Common <input checked="" type="checkbox"/> System On Over _____ 2♣ Stayman <input checked="" type="checkbox"/> Puppet <input type="checkbox"/> 2♦ <u>Transfer to ♥</u> <input checked="" type="checkbox"/> <b>Forcing Stayman</b> <input type="checkbox"/> 2♥ <u>Transfer to ♠</u> <input checked="" type="checkbox"/> 2♠ <u>CL</u> _____ 2NTD _____ <b>3♣ muppet</b> _____ 3♦ <u>5-5 M inv+</u> _____ 3♥ <u>35xx</u> _____ 3♠ <u>53xx</u> _____ <b>SA trsfs</b> _____ <b>4♦, 4♥ Transfer</b> <input type="checkbox"/> <b>Smolen</b> <input checked="" type="checkbox"/> <b>Lebensohl</b> <input checked="" type="checkbox"/> ( <b>fast</b> <b>denies</b> ) <b>Negative Double</b> <input checked="" type="checkbox"/> _____													
<b>OPENING PREEMPTS</b> <b>Sound</b> <input type="checkbox"/> <b>Light</b> <input checked="" type="checkbox"/> <b>Very Light</b> <input checked="" type="checkbox"/> 3/4-bids <input type="checkbox"/> <b>Conv./Resp.</b> _____		<b>DIRECT CUEBID</b> Over: Minor _____ Major _____ <b>Natural</b> <input type="checkbox"/> <input type="checkbox"/> <b>Strong T/O</b> <input type="checkbox"/> <input type="checkbox"/> <b>Michaels</b> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>		<b>MINOR OPENING</b> Expected Min. Length 4 3 <b>NF 0-2 Conv.</b> 1♣ <input type="checkbox"/> <input checked="" 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"/> <b>Weak</b> <input checked="" type="checkbox"/> After Overcall: Force <input type="checkbox"/> Inv. <input type="checkbox"/> <b>Weak</b> <input checked="" type="checkbox"/> Forcing Raise: <b>J/S in other minor</b> <input checked="" type="checkbox"/> <b>Single raise</b> <input checked="" type="checkbox"/> <b>Other:</b> <b>GF</b> Frequently bypass 4+♦ <input checked="" type="checkbox"/> 1NT/1♠: <u>8</u> to <u>10</u> 2NT: Forcing <input type="checkbox"/> Inv. <input checked="" type="checkbox"/> <u>10</u> to <u>12</u> 3NT: <u>12</u> to <u>15</u> <b>Drury</b> <input checked="" type="checkbox"/> : <b>Reverse</b> <input type="checkbox"/> <b>2-Way</b> <input checked="" type="checkbox"/> <b>Fit</b> <input type="checkbox"/> <b>Other:</b> <u>bergen off by passed hand</u>													
<b>SLAM CONVENTIONS</b> Gerber <input type="checkbox"/> 4NT: Blackwood <input type="checkbox"/> RKC <input type="checkbox"/> 1430 <input checked="" type="checkbox"/> <b>Exc = 0, 1, 2, 3</b>		<b>VS OPENING PREEMPT DOUBLE IS</b> Takeout <input checked="" type="checkbox"/> thru <u>4H</u> _____ <b>Penalty</b> <input type="checkbox"/> <b>Conv. Takeout:</b> _____ <b>Lebensohl 2NT Response</b> <input checked="" type="checkbox"/> <b>Other:</b> _____		<b>MAJOR OPENING</b> Expected Min. Length 4 5 1st/2nd <input type="checkbox"/> <input checked="" type="checkbox"/> 3rd/4th <input type="checkbox"/> <input checked="" type="checkbox"/> <b>RESPONSES</b> Double Raise: Force <input type="checkbox"/> Inv. <input type="checkbox"/> <b>Weak</b> <input checked="" type="checkbox"/> After Overcall: Force <input type="checkbox"/> Inv. <input type="checkbox"/> <b>Weak</b> <input checked="" type="checkbox"/> Conv. Raise: <b>2NT</b> <input checked="" type="checkbox"/> <b>3NT</b> <input checked="" type="checkbox"/> <b>Splinter</b> <input checked="" type="checkbox"/> <b>Other:</b> <u>Bergen</u> 1NT: <b>Forcing</b> <input checked="" type="checkbox"/> <b>Semi-forcing</b> <input type="checkbox"/> 2NT: <b>Forcing</b> <input checked="" type="checkbox"/> Inv. <input type="checkbox"/> _____ to _____ 3NT: <u>12</u> to <u>15</u> <b>Drury</b> <input checked="" type="checkbox"/> : <b>Reverse</b> <input type="checkbox"/> <b>2-Way</b> <input checked="" type="checkbox"/> <b>Fit</b> <input type="checkbox"/> <b>Other:</b> <u>bergen off by passed hand</u>													
vs. Interference: DOPI <input type="checkbox"/> DEPO <input type="checkbox"/> Level: <u>Diff</u> <u>Pis</u> _____ ROPI <input type="checkbox"/>		<b>VS OPENING PREEMPT DOUBLE IS</b> Takeout <input checked="" type="checkbox"/> thru <u>4H</u> _____ <b>Penalty</b> <input type="checkbox"/> <b>Conv. Takeout:</b> _____ <b>Lebensohl 2NT Response</b> <input checked="" type="checkbox"/> <b>Other:</b> _____		<b>MINOR OPENING</b> Expected Min. Length 4 3 <b>NF 0-2 Conv.</b> 1♣ <input type="checkbox"/> <input checked="" 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"/> <b>Weak</b> <input checked="" type="checkbox"/> After Overcall: Force <input type="checkbox"/> Inv. <input type="checkbox"/> <b>Weak</b> <input checked="" type="checkbox"/> Forcing Raise: <b>J/S in other minor</b> <input checked="" type="checkbox"/> <b>Single raise</b> <input checked="" type="checkbox"/> <b>Other:</b> <b>GF</b> Frequently bypass 4+♦ <input checked="" type="checkbox"/> 1NT/1♠: <u>8</u> to <u>10</u> 2NT: Forcing <input type="checkbox"/> Inv. <input checked="" type="checkbox"/> <u>10</u> to <u>12</u> 3NT: <u>12</u> to <u>15</u> <b>Drury</b> <input checked="" type="checkbox"/> : <b>Reverse</b> <input type="checkbox"/> <b>2-Way</b> <input checked="" type="checkbox"/> <b>Fit</b> <input type="checkbox"/> <b>Other:</b> <u>bergen off by passed hand</u>													
<b>LEADS</b> (click card led, if not in bold) versus Suits <table><tr><td>x x x</td><td>x x x</td></tr><tr><td>A K x</td><td>10 9 x</td></tr><tr><td>K Q x</td><td>K J 10 x</td></tr><tr><td>Q J x</td><td>K 10 9 x</td></tr><tr><td>J 10 x</td><td>Q 10 9 x</td></tr><tr><td>K Q 10 9</td><td></td></tr></table> Length Leads: 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"/>		x x x	x x x	A K x	10 9 x	K Q x	K J 10 x	Q J x	K 10 9 x	J 10 x	Q 10 9 x	K Q 10 9		<b>DEFENSIVE CARDING</b> Standard: _____ vs Suits vs NT <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 checked="" type="checkbox"/> Trump Suit Pref. <input checked="" type="checkbox"/> <input type="checkbox"/> Foster Echo <input type="checkbox"/> <input type="checkbox"/>		<b>RESPONSES/REBIDS</b> 2♥ response 0-3 2nt is hearts Ogust 2NT Force <input checked="" type="checkbox"/> <b>New Suit NF</b> <input type="checkbox"/> Ogust 2NT Force <input checked="" type="checkbox"/> <b>New Suit NF</b> <input type="checkbox"/> Ogust 2NT Force <input checked="" type="checkbox"/> <b>New Suit NF</b> <input type="checkbox"/>	
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J 10 x	Q 10 9 x																
K Q 10 9																	
<b>Primary signal to partner's leads</b> Attitude <input checked="" type="checkbox"/> Count <input type="checkbox"/> Suit Preference <input type="checkbox"/>		<b>OTHER CONV CALLS:</b> <b>New Minor Forcing</b> <input type="checkbox"/> <b>2-Way NMF</b> <input checked="" type="checkbox"/> Weak jump shifts: In Comp. <input type="checkbox"/> Not In Comp. <input type="checkbox"/> <b>4th Suit Forcing:</b> 1 Round <input type="checkbox"/> To Game <input checked="" type="checkbox"/> <b>Wolff signoff</b> <b>Fit jumps;</b> <b>Modified Namyaats;</b> <b>transfers in comp;</b> <b>reverse flannery</b>															
<b>SPECIAL CARDING</b> <input type="checkbox"/> <b>PLEASE ASK</b>																	