

SPECIAL DOUBLES	
After Overcall: Penalty <input type="checkbox"/>	
Negative <input checked="" type="checkbox"/> thru 4♦	
Responsive: <input checked="" type="checkbox"/> thru 4♦	Maximal <input checked="" type="checkbox"/>
Support: Dbl <input checked="" type="checkbox"/> thru 2♥	Rdbl <input checked="" type="checkbox"/>
Card-showing <input type="checkbox"/>	Min. Offshape T/O <input type="checkbox"/>

NOTRUMP OVERCALLS	
Direct: <input type="checkbox"/>	to <input type="checkbox"/> Systems on <input type="checkbox"/>
Conv. 5+ minor and 4-card major	
Balance: 11	to 15
Jump to 2NT: Minors <input type="checkbox"/>	2 Lowest <input checked="" type="checkbox"/>
Conv.	

SIMPLE OVERCALL	
1-level 8	to + HCP (usually)
Often 4 cards <input type="checkbox"/>	Very light style <input type="checkbox"/>
Responses	
New Suit: Forcing <input type="checkbox"/>	NFConst <input checked="" type="checkbox"/> NF <input type="checkbox"/>
Jump Raise: Forcing <input type="checkbox"/>	Inv. <input type="checkbox"/>
	Weak <input 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 type="checkbox"/>

DIRECT CUEBID		
Over: <input type="checkbox"/>	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 checked="" type="checkbox"/>	4NT: Blackwood <input type="checkbox"/>	RKC <input checked="" type="checkbox"/> 1430 <input type="checkbox"/>

minorwood

vs. Interference: DOPI DEPO Level: 5 our suit

LEADS (click card led, if not in bold)		
versus Suits		versus Notrump
x x	x x x x	x x
x x x	x x x x x	x x x
A K x	10 9 x	A K J x
K Q x	K J 10 x	A J 10 9
Q J x	K 10 9 x	K Q J x
J 10 x	Q 10 9 x	Q J 10 x
K Q 10 9		Q 10 9 8 x
Length Leads:		
4th Best	vs Suits <input type="checkbox"/>	vs NT <input type="checkbox"/>
3rd/5th Best	vs Suits <input type="checkbox"/>	vs NT <input type="checkbox"/>
Attitude versus suits		
Primary signal to partner's leads		
Attitude <input checked="" type="checkbox"/>	Count <input type="checkbox"/>	Suit Preference <input type="checkbox"/>

Attitude Count Suit Preference

DEFENSIVE CARDING		
vs Suits vs NT		Standard: <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>
Except <input type="checkbox"/>		
Upside-Down Count <input type="checkbox"/>		
Upside-Down Attitude <input type="checkbox"/>		
FIRST DISCARD		
Lavinthal <input type="checkbox"/>		
Odd/Even <input type="checkbox"/>		
OTHER CARDING		
Smith Echo <input type="checkbox"/>		
Trump Suit Pref. <input type="checkbox"/>		
Foster Echo <input type="checkbox"/>		

SPECIAL CARDING PLEASE ASK

NAMES	
Paddy Allan	- Don Kersey
GENERAL APPROACH	
2/1	
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 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	3♣ 5-5 minors weak
12 to 14	3♦ 5-5 minors strong
to	3♥
5-Card Major Common <input type="checkbox"/>	3♠
System On Over2C	
2♣ Stayman <input checked="" type="checkbox"/>	Puppet <input type="checkbox"/>
2♦ Transfer to ♥ <input checked="" type="checkbox"/>	Forcing Stayman <input type="checkbox"/>
2♥ Transfer to ♦ <input checked="" type="checkbox"/>	Smolen <input checked="" type="checkbox"/>
2♠ Transfer to ♣ <input type="checkbox"/>	Lebensohl <input checked="" type="checkbox"/> (fast denies)
2NT transfer to ♦	Negative Double <input checked="" type="checkbox"/> 31
	Brozel escapes/Dbl
	Conventional NT Openings
2NT 20 to 21	
Puppet Stayman <input checked="" type="checkbox"/>	
Transfer Responses:	
Jacoby <input checked="" type="checkbox"/>	Texas <input checked="" type="checkbox"/>
3♠ minor(s)	
3NT 24 to 25	

MAJOR OPENING	
Expected Min. Length	4 5
1st/2nd	<input type="checkbox"/> <input checked="" type="checkbox"/>
3rd/4th	<input checked="" type="checkbox"/> <input type="checkbox"/>
RESPONSES	
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:	
1NT: Forcing <input checked="" type="checkbox"/>	Semi-forcing <input checked="" type="checkbox"/>
2NT: Forcing <input type="checkbox"/>	Inv. <input type="checkbox"/> to
3NT: <input type="checkbox"/> to	
Drury <input checked="" type="checkbox"/> : Reverse <input checked="" type="checkbox"/>	2-Way <input type="checkbox"/> Fit <input checked="" type="checkbox"/>
Other: Splinter	
MINOR OPENING	
Expected Min. Length	4 3 NF 0-2 Conv.
1♣	<input type="checkbox"/> <input checked="" type="checkbox"/>
1♦	<input type="checkbox"/> <input checked="" type="checkbox"/>
RESPONSES	
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 type="checkbox"/>
Forcing Raise: J/S in other minor <input type="checkbox"/>	
Single raise <input checked="" type="checkbox"/>	Other:
Frequently bypass 4+♦ <input checked="" type="checkbox"/>	
1NT/1♣: 6 to 10-	
2NT: Forcing <input type="checkbox"/> Inv. <input checked="" type="checkbox"/> 10+ to 12	
3NT: 13 to 15	
Other: Splinter; no-name	

DESCRIBE	
2♣ to HCP	2♦ game; 2♥ bust;
Strong <input checked="" type="checkbox"/> Other <input type="checkbox"/>	2N = ♥
2♦ Response: Neg <input type="checkbox"/> Waiting <input type="checkbox"/>	
2♣ 11 to 15 HCP 5 ♥, 4 ♦	
Natural: Weak <input 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	3♣ singleton ask
Natural: Weak <input 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	3♣ singleton ask
Natural: Weak <input 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"/>
OTHER CONV CALLS: New Minor Forcing <input type="checkbox"/> 2-Way NMF <input type="checkbox"/>	Checkback Stayman
Weak jump shifts: In Comp. <input type="checkbox"/> Not In Comp. <input type="checkbox"/>	
4th Suit Forcing: 1 Round <input checked="" type="checkbox"/> To Game <input type="checkbox"/>	
Unusual v unusual	
Fit-showing jumps in competition or by passed hand	