

SPECIAL DOUBLES After Overcall: <u>Penalty</u> Negative <input checked="" type="checkbox"/> thru <u>6S</u> Responsive: <input checked="" type="checkbox"/> thru <u>4D</u> Maximal <input checked="" type="checkbox"/> Support: Dbl <input checked="" type="checkbox"/> thru <u>2H</u> Rdbl <input checked="" type="checkbox"/> Card-showing <input type="checkbox"/> Min. Offshape T/O <input type="checkbox"/>	NOTRUMP OVERCALLS Direct: <u>15</u> to <u>18</u> Systems on <input checked="" type="checkbox"/> Conv. Bal over minor = <u>11-14</u> Balance: <u>11</u> to <u>16</u> Jump to 2NT: Minors <input type="checkbox"/> 2 Lowest <input checked="" type="checkbox"/> Conv. Sandwich NT by PH	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: <u>1♣</u> <input type="checkbox"/> <u>2♣</u> <input checked="" type="checkbox"/> Natural 2 Bids <input type="checkbox"/> Other <input type="checkbox"/>																	
SIMPLE OVERCALL 1-level <u>8</u> to <u>16</u> HCP (usually) Often 4 cards <input type="checkbox"/> Very light style <input 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"/>	DEFENSE VS NOTRUMP vs: Strong 1NT Weak 1NT 2♣ H + S same 2♦ One suit same 2♥ H + minor same 2♠ S + minor same Dbl Penalty Penalty Other: <u>balance 2M = opening, 5+M</u>	NOTRUMP OPENING BIDS <div style="display: flex; justify-content: space-between;"> <div style="width: 48%;"> 1NT <u>15</u> to <u>17</u> to _____ 5-Card Major Common <input checked="" type="checkbox"/> System On Over Dbl, 2c 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"/> 2♠ Size ask/ clubs 2NT Xfer D or weak m </div> <div style="width: 48%;"> 3♣ modified puppet 3♦ 5-5 minors gf 3♥ 3-1 (54) 3♠ 1-3 (54) 4♦, 4♥ Transfer <input checked="" type="checkbox"/> Smolen <input checked="" type="checkbox"/> Lebensohl <input checked="" type="checkbox"/> (fast denies) Negative Double <input checked="" type="checkbox"/> </div> <div style="width: 48%;"> 2NT <u>20</u> to <u>21</u> Puppet Stayman <input type="checkbox"/> Transfer Responses: Jacoby <input checked="" type="checkbox"/> Texas <input checked="" type="checkbox"/> 3♠ relay to 3nt, minors 3NT 9+ to _____ gambling 1/2nd seat Conventional NT Openings 3/4, 3NT 17-19 6+minor To play </div> </div>																	
JUMP OVERCALL Strong <input type="checkbox"/> Intermediate <input type="checkbox"/> Weak <input checked="" 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 type="checkbox"/> 2NT Over Limit + Limit Weak Majors <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Minors <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Other: <u>1M-(x)-transfers</u>																		
OPENING PREEMPTS Sound Light Very Light 3/4-bids <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Conv./Resp.	VS OPENING PREEMPT DOUBLE IS Takeout <input checked="" type="checkbox"/> thru <u>6S</u> Penalty <input type="checkbox"/> Conv. Takeout: <u>4NT over 4S</u> Lebensohl 2NT Response <input checked="" type="checkbox"/> Other:																		
DIRECT CUEBID 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"/>	MAJOR OPENING Expected Min. Length 4 5 1st/2nd <input type="checkbox"/> <input checked="" type="checkbox"/> 3rd/4th <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 checked="" type="checkbox"/> Conv. Raise: <u>2NT</u> <input checked="" type="checkbox"/> <u>3NT</u> <input checked="" type="checkbox"/> <u>Splinter</u> <input checked="" type="checkbox"/> Other: <u>Jacoby 2NT, Rv Bergen</u> 1NT: Forcing <input checked="" type="checkbox"/> Semi-forcing <input type="checkbox"/> 2NT: Forcing <input checked="" type="checkbox"/> Inv. <input type="checkbox"/> <u>12+</u> to _____ 3NT: <u>8</u> to <u>11</u> Drury <input checked="" type="checkbox"/> : Reverse <input checked="" type="checkbox"/> 2-Way <input checked="" type="checkbox"/> Fit <input type="checkbox"/> Other: <u>1S-3NT/1H-3S = SPL</u>																		
SLAM CONVENTIONS Gerber <input checked="" type="checkbox"/> 4NT: Blackwood <input type="checkbox"/> RKC <input type="checkbox"/> 1430 <input checked="" type="checkbox"/> Specific kings Optional Minorwood, Exclusion (1430), PKCB vs. Interference: DOPI <input type="checkbox"/> DEPO <input type="checkbox"/> Level: _____ ROPI <input type="checkbox"/>																			
LEADS (click card led, if not in bold) <table style="width:100%; font-family: monospace; font-size: 0.8em;"> <tr> <th style="text-align: left;">versus Suits</th> <th style="text-align: left;">versus Notrump</th> </tr> <tr> <td>x x x</td> <td>x x x x</td> </tr> <tr> <td>x x x</td> <td>x x x x</td> </tr> <tr> <td>A K x</td> <td>A K J x</td> </tr> <tr> <td>K Q x</td> <td>A J 10 9</td> </tr> <tr> <td>Q J x</td> <td>K Q 10 9</td> </tr> <tr> <td>J 10 x</td> <td>Q J 10 x</td> </tr> <tr> <td>K Q 10 9</td> <td>J 10 9 x</td> </tr> </table>		versus Suits	versus Notrump	x x x	x x x x	x x x	x x x x	A K x	A K J x	K Q x	A J 10 9	Q J x	K Q 10 9	J 10 x	Q J 10 x	K Q 10 9	J 10 9 x	DEFENSIVE CARDING vs Suits vs NT 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"/> FIRST DISCARD Lavinthal <input type="checkbox"/> <input type="checkbox"/> Odd/Even <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> upside down <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> OTHER CARDING 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"/>	
versus Suits	versus Notrump																		
x x x	x x x x																		
x x x	x x x x																		
A K x	A K J x																		
K Q x	A J 10 9																		
Q J x	K Q 10 9																		
J 10 x	Q J 10 x																		
K Q 10 9	J 10 9 x																		
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 type="checkbox"/> Attitude vs NT <input type="checkbox"/>		Primary signal to partner's leads Attitude <input checked="" type="checkbox"/> Count <input type="checkbox"/> Suit Preference <input type="checkbox"/>																	
SPECIAL CARDING <input type="checkbox"/> PLEASE ASK																			
MINOR OPENING Expected Min. Length 4 3 NF 0-2 Conv. 1♣ <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 1♦ <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input 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 checked="" type="checkbox"/> Forcing Raise: <u>J/S in other minor</u> <input checked="" type="checkbox"/> Single raise <input checked="" type="checkbox"/> Other: <u>inverted minors</u> Frequently bypass 4+♦ <input checked="" type="checkbox"/> 1NT/1♣: <u>6</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> Other:																			
DESCRIBE 2♣ <u>22+</u> to _____ HCP Strong <input checked="" type="checkbox"/> Other <input type="checkbox"/> 2♦ Response: Neg <input type="checkbox"/> Waiting <input checked="" type="checkbox"/> 2♥ <u>5</u> to <u>11</u> HCP Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/> 2♠ <u>5</u> to <u>11</u> HCP Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/> 2♠ <u>5</u> to <u>11</u> HCP Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/>		RESPONSES/REBIDS Kokish relay 2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/> 2NT Force <input checked="" type="checkbox"/> New Suit NF <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"/> xyz Weak jump shifts: In Comp. <input checked="" type="checkbox"/> Not In Comp. <input type="checkbox"/> 4th Suit Forcing: 1 Round <input type="checkbox"/> To Game <input checked="" type="checkbox"/> Fit showing jump shifts Ingberman, Modified Wolff																			