

SPECIAL DOUBLES After Overcall: Penalty <input type="checkbox"/> _____ Negative <input checked="" type="checkbox"/> thru 4H Responsive: <input type="checkbox"/> thru 4H Maximal <input type="checkbox"/> Support: Dbl <input checked="" type="checkbox"/> thru 3S Rdbl <input checked="" type="checkbox"/> Card-showing <input type="checkbox"/> Min. Offshape T/O <input checked="" type="checkbox"/>	NOTRUMP OVERCALLS Direct: <u>15</u> to <u>18</u> Systems on <input checked="" type="checkbox"/> Conv. _____ Balance: <u>11</u> to <u>16</u> Jump to 2NT: Minors <input type="checkbox"/> 2 Lowest <input checked="" type="checkbox"/> Conv. _____	NAMES Mike Ainsley Judy Harris <hr/> 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"/>	
SIMPLE OVERCALL 1-level <u>7+</u> to _____ HCP (usually) Often 4 cards <input checked="" 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 checked="" type="checkbox"/>	DEFENSE VS NOTRUMP vs: _____ 2♣ <u>to 2D, or 5M, 5m</u> 2♦ <u>majors</u> 2♥ <u>hearts</u> 2♠ <u>spades</u> Dbl <u>equal hand</u> Other: Bx=C 2NT <u>minors</u>	NOTRUMP OPENING BIDS <div style="display: flex; justify-content: space-between;"> <div style="width: 48%;"> 1NT <u>14+</u> to <u>17</u> _____ to _____ 5-Card Major Common <input checked="" type="checkbox"/> System On Over <u>dbl/2C</u> 2♣ Stayman <input checked="" type="checkbox"/> Puppet <input type="checkbox"/> 2♦ <u>Transfer to ♥</u> <input checked="" type="checkbox"/> Forcing Stayman <input type="checkbox"/> 2♥ <u>Transfer to ♠</u> <input checked="" type="checkbox"/> 2♠ <u>>3C, 2Nt SA</u> 2NT <u>diamonds</u> </div> <div style="width: 48%;"> 3♣ <u>wk minors</u> 3♦ <u>str minors</u> 3♥ <u>weak majors</u> 3♠ <u>str majors</u> 4♦, 4♥ <u>Transfer</u> <input checked="" type="checkbox"/> Smolen <input checked="" type="checkbox"/> Lebensohl <input type="checkbox"/> (<u>F</u> denies) Negative Double <input checked="" type="checkbox"/> <u>2,3</u> </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"/> <div style="display: flex; justify-content: space-between;"> <div style="width: 20%;"> 2NT Over Majors Minors Other: _____ </div> <div style="width: 20%;"> Limit + <input checked="" type="checkbox"/> <input type="checkbox"/> </div> <div style="width: 20%;"> Limit <input type="checkbox"/> <input type="checkbox"/> </div> <div style="width: 20%;"> Weak <input type="checkbox"/> <input checked="" type="checkbox"/> </div> </div>		
OPENING PREEMPTS <div style="display: flex; justify-content: space-around;"> Sound <input checked="" type="checkbox"/> Light <input checked="" type="checkbox"/> Very Light <input type="checkbox"/> </div> 3/4-bids <input checked="" type="checkbox"/> Conv./Resp. <u>nv light v sound</u>	VS OPENING PREEMPT DOUBLE IS Takeout <input type="checkbox"/> thru <u>4H</u> Penalty <input type="checkbox"/> Conv. Takeout: _____ 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 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: Kokish 1NT: Forcing <input type="checkbox"/> Semi-forcing <input type="checkbox"/> 2NT: Forcing <input checked="" type="checkbox"/> Inv. <input type="checkbox"/> _____ to _____ 3NT: _____ to _____ Drury <input type="checkbox"/> : Reverse <input checked="" type="checkbox"/> 2-Way <input type="checkbox"/> Fit <input type="checkbox"/> Other: _____		
SLAM CONVENTIONS Gerber <input checked="" type="checkbox"/> 4NT: Blackwood <input type="checkbox"/> RKC <input type="checkbox"/> 1430 <input checked="" type="checkbox"/> <u>minorwood, 4S kickback for hearts double first, pass second.</u>	MINOR OPENING Expected Min. Length 4 3 NF 0-2 Conv. 1♣ <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> 1♦ <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> RESPONSES Double Raise: Force <input type="checkbox"/> Inv. <input type="checkbox"/> Weak <input 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 type="checkbox"/> Other: _____ Frequently bypass 4+♦ <input type="checkbox"/> 1NT/1♠: <u>6</u> to <u>10</u> 2NT: Forcing <input type="checkbox"/> Inv. <input type="checkbox"/> <u>11</u> to <u>12</u> 3NT: <u>13</u> to <u>15</u> Other: <u>splinters, 2S</u>		
vs. Interference: DOPI <input type="checkbox"/> DEPO <input type="checkbox"/> Level: _____ ROPI <input type="checkbox"/>			
LEADS (click card led, if not in bold) <div style="display: flex; justify-content: space-between;"> <div style="width: 45%;"> versus Suits x x x x x x x x x x 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 </div> <div style="width: 45%;"> versus Notrump x x x x x x x x x x x x x x x x A K J x A Q J x A J 10 9 A 10 9 8 K Q J x K Q 10 9 Q J 10 x Q 10 9 8 J 10 9 x 10 9 8 x </div> </div> Length Leads: 4th Best vs Suits <input checked="" type="checkbox"/> vs NT <input type="checkbox"/> 3rd/5th Best vs Suits <input type="checkbox"/> vs NT <input type="checkbox"/>	DEFENSIVE CARDING Standard: <input checked="" type="checkbox"/> vs Suits <input checked="" type="checkbox"/> vs NT <input type="checkbox"/> Except <input type="checkbox"/> _____ Upside-Down Count <input type="checkbox"/> <input type="checkbox"/> Upside-Down Attitude <input type="checkbox"/> <input type="checkbox"/> FIRST DISCARD Lavinthal <input type="checkbox"/> <input type="checkbox"/> Odd/Even <input type="checkbox"/> <input type="checkbox"/> OTHER CARDING Smith Echo <input type="checkbox"/> <input checked="" type="checkbox"/> Trump Suit Pref. <input type="checkbox"/> <input type="checkbox"/> Foster Echo <input type="checkbox"/> <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			
DESCRIBE 2♣ _____ to _____ HCP Strong <input checked="" type="checkbox"/> Other <input type="checkbox"/> _____ 2♦ Response: Neg <input type="checkbox"/> Waiting <input checked="" type="checkbox"/> <u>ace or king</u> 2♥ <u>5</u> to <u>11</u> HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/> 2♥ <u>5</u> to <u>10</u> HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/> 2♠ <u>5</u> to <u>10</u> HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/>			
RESPONSES/REBIDS 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 type="checkbox"/> Weak jump shifts: In Comp. <input type="checkbox"/> Not In Comp. <input type="checkbox"/> <u>1M to 3m inv, no fit</u> 4th Suit Forcing: 1 Round <input type="checkbox"/> To Game <input checked="" type="checkbox"/>			