

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"/>			
SIMPLE OVERCALL			
1-level 7+ 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"/>			
JUMP OVERCALL			
Strong <input type="checkbox"/> Intermediate <input type="checkbox"/> Weak <input checked="" type="checkbox"/>			
OPENING PREAMPTS			
Sound Light Very Light 3/4-bids <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> Conv./Resp. nv light v sound			
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"/>			
SLAM CONVENTIONS Gerber <input checked="" type="checkbox"/> 4NT: Blackwood <input type="checkbox"/> RKC <input type="checkbox"/> 1430 <input checked="" type="checkbox"/> minorwood, 4S kickback for hearts double first, pass second.			
vs. Interference: DOPI <input type="checkbox"/> DEPO <input type="checkbox"/> Level: ROPI <input type="checkbox"/>			
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	x x x x x x	
A K x	10 9 x	A K J x	A Q J x
K Q x	K J 10 x	A J 10 9	A 10 9 8
Q J x	K 10 9 x	K Q J x	K Q 10 9
J 10 x	Q 10 9 x	Q J 10 x	Q 10 9 8
K Q 10 9	J 10 9 x	J 10 9 x	10 9 8 x
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"/>	
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			

NOTRUMP OVERCALLS		
Direct: 15 to 18 Systems on <input checked="" type="checkbox"/> Conv. _____		
Balance: 11 to 16		
Jump to 2NT: Minors <input type="checkbox"/> 2 Lowest <input checked="" type="checkbox"/> Conv. _____		
DEFENSE VS NOTRUMP		
vs: _____		
2♣ to 2D, or 5M, 5m		
2♦ majors		
2♥ hearts		
2♠ spades		
Dbl equal hand		
Other: Bx=C		
2NT minors		
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 type="checkbox"/>	<input type="checkbox"/> <input checked="" type="checkbox"/>
Other:		
VS OPENING PREAMPT DOUBLE IS		
Takeout <input type="checkbox"/> thru 4H _____ Penalty <input type="checkbox"/> Conv. Takeout: _____		
Lebensohl 2NT Response <input checked="" type="checkbox"/> Other: _____		
ROPI <input type="checkbox"/>		
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"/> <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"/>		

NAMES Mike Ainsley Judy Harris		
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♣ wk minors	3♦ str minors
14+ to 17	3♥ weak majors	3♦ str majors
to _____	3♥ weak majors	3♦ str majors
5-Card Major Common <input checked="" type="checkbox"/>	System On Overdbl/2C	2♣ Stayman <input checked="" type="checkbox"/> Puppet <input type="checkbox"/>
2♦ Transfer to ♦ <input checked="" type="checkbox"/>	Forcing Stayman <input type="checkbox"/>	4♦, 4♥ Transfer <input checked="" type="checkbox"/>
2♥ Transfer to ♣ <input checked="" type="checkbox"/>	Smolen <input checked="" type="checkbox"/>	Lebensohl <input type="checkbox"/> (F denies)
2♠ >3C, 2NT SA	Negative Double <input checked="" type="checkbox"/> 2,3	2NT diamonds
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"/>	2NT <input checked="" type="checkbox"/> 3NT <input checked="" type="checkbox"/> Splinter <input checked="" type="checkbox"/>	Conventional NT Openings
Conv. Raise: 2NT <input checked="" type="checkbox"/> 3NT <input checked="" type="checkbox"/> Splinter <input checked="" type="checkbox"/>	Other: Kokish	2nt-3s-3nt
1NT: Forcing <input type="checkbox"/> Semi-forcing <input type="checkbox"/>	2NT: Forcing <input checked="" type="checkbox"/> Inv. <input type="checkbox"/> _____ to _____	MINOR OPENING
2NT: Forcing <input checked="" type="checkbox"/> Inv. <input type="checkbox"/> _____ to _____	3NT: _____ to _____	Expected Min. Length 4 3 NF 0-2 Conv.
3NT: _____ to _____	Drury <input type="checkbox"/> Reverse <input checked="" type="checkbox"/> 2-Way <input type="checkbox"/> Fit <input type="checkbox"/>	1♣
Other: _____	Other: splinters, 2S	1♦
DESCRIBE		
2♣ _____ to _____ HCP	RESPONSES/REBIDS	
Strong <input checked="" type="checkbox"/> Other <input type="checkbox"/>	2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/>	
2♦ Response: Neg <input type="checkbox"/> Waiting <input checked="" type="checkbox"/> ace or king	2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/>	
2♦ 5 to 11 HCP	2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/>	
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	2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/>	
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	2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/>	
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"/> Weak jump shifts: In Comp. <input type="checkbox"/> Not In Comp. <input type="checkbox"/> 1M to 3m inv, no fit 4th Suit Forcing: 1 Round <input type="checkbox"/> To Game <input checked="" type="checkbox"/>		