

SPECIAL DOUBLES		NOTRUMP OVERCALLS		GENERAL APPROACH	
After Overcall: Penalty <input type="checkbox"/>		Direct: 15 to 18 Systems on <input checked="" type="checkbox"/>		Two over One	
Negative <input checked="" type="checkbox"/> thru 4D		Conv. thru 2C		Two Over One: Game Forcing <input checked="" type="checkbox"/> Game Forcing Except When Suit Rebid <input type="checkbox"/>	
Responsive: <input checked="" type="checkbox"/> thru 4D Maximal <input type="checkbox"/>		Balance: 10 to 18		VERY LIGHT: Openings <input type="checkbox"/> 3rd Hand <input type="checkbox"/> Overcalls <input type="checkbox"/> Preempts <input type="checkbox"/>	
Support: Dbl <input checked="" type="checkbox"/> thru 2NT Rdbl <input checked="" type="checkbox"/>		Jump to 2NT: Minors <input checked="" type="checkbox"/> 2 Lowest <input checked="" type="checkbox"/>		FORCING OPENING: 1♦ <input type="checkbox"/> 2♦ <input checked="" type="checkbox"/> Natural 2 Bids <input type="checkbox"/> Other <input type="checkbox"/>	
Card-showing <input type="checkbox"/> Min. Offshape T/O <input type="checkbox"/>		Conv.		NOTRUMP OPENING BIDS	
Rosenkranz		DEFENSE VS NOTRUMP		1NT	
SIMPLE OVERCALL		vs: All <input type="checkbox"/> Weak in Balance <input type="checkbox"/>		3♣ Puppet	
1-level 8 to 17 HCP (usually)		2♠ +M <input type="checkbox"/> MM <input type="checkbox"/>		3♠ GF 5+/5+ in minors	
Often 4 cards <input type="checkbox"/> Very light style <input type="checkbox"/>		2♥ +M <input type="checkbox"/>		3♥ 1/3 (4-5 or 5-4)	
Responses		2♠ H <input type="checkbox"/>		3♠ 3/1 (4-5 or 5-4)	
New Suit Forcing <input checked="" type="checkbox"/> NFConst <input type="checkbox"/> NF <input type="checkbox"/>		2♠ S <input type="checkbox"/>		5-Card Major Common <input checked="" type="checkbox"/>	
Jump Raise: Forcing <input type="checkbox"/> Inv. <input type="checkbox"/> Weak <input checked="" type="checkbox"/>		Dbl 1 of: MM/mm/D <input type="checkbox"/> reopening <input type="checkbox"/>		System On Over 2C, X <input type="checkbox"/>	
New Suit constructive at 1-level		Other: 2NT → 2 good suits (3C ask)		2♠ Stayman <input checked="" type="checkbox"/> Puppet <input type="checkbox"/>	
JUMP OVERCALL		OVER OPP'S T/O DOUBLE		2♥ Transfer to ♥ <input type="checkbox"/>	
Strong <input type="checkbox"/> Intermediate <input type="checkbox"/> Weak <input checked="" type="checkbox"/>		New Suit Forcing: 1-level <input checked="" type="checkbox"/> 2-level <input type="checkbox"/>		Forcing Stayman <input type="checkbox"/>	
OPENING PREEMPTS		Redouble implies no fit <input type="checkbox"/>		2♥ Transfer to ♠ <input type="checkbox"/>	
Sound <input type="checkbox"/> Light <input checked="" type="checkbox"/> Very Light <input type="checkbox"/>		2NT Over Limit + <input type="checkbox"/> Limit <input type="checkbox"/> Weak <input type="checkbox"/>		2♠ Quant NT, or C <input type="checkbox"/>	
3/4-bids <input type="checkbox"/>		Majors <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		2NTD or mm Weak <input type="checkbox"/>	
Conv./Resp. <input type="checkbox"/>		Minors <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		MAJOR OPENING	
DIRECT CUEBID		Other: J/S - weak, NF		Expected Min. Length 4 5	
Over: Minor <input type="checkbox"/> Major <input type="checkbox"/>		VS OPENING PREEMPT DOUBLE IS		1st/2nd <input type="checkbox"/> <input checked="" type="checkbox"/>	
Natural <input type="checkbox"/>		Takeout <input checked="" type="checkbox"/> thru 4H <input type="checkbox"/> Penalty <input type="checkbox"/>		3rd/4th <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>	
Strong T/O <input type="checkbox"/>		Conv. Takeout: <input type="checkbox"/>		RESPONSES	
Michaels <input checked="" type="checkbox"/>		Lebensohl 2NT Response <input checked="" type="checkbox"/>		Double Raise: Force <input type="checkbox"/> Inv. <input type="checkbox"/> Weak <input checked="" type="checkbox"/>	
Natural vs Short C or D <input type="checkbox"/>		Other: <input type="checkbox"/>		After Overcall: Force <input type="checkbox"/> Inv. <input type="checkbox"/> Weak <input checked="" type="checkbox"/>	
SLAM CONVENTIONS		LEADS (click card led, if not in bold)		Conv. Raise: 2NT <input checked="" type="checkbox"/> 3NT <input type="checkbox"/> Splitter <input checked="" type="checkbox"/>	
Gerber <input type="checkbox"/> 4NT: Blackwood <input type="checkbox"/> RKC <input checked="" type="checkbox"/> 1430 <input checked="" type="checkbox"/>		versus Suits		Other: Reverse Bergen; Jacoby 2NT <input type="checkbox"/>	
Specific Kings, Minorwood <input type="checkbox"/>		versus Notrump		1NT: Forcing <input checked="" type="checkbox"/> Semi-forcing <input type="checkbox"/>	
vs. Interference: DOPI <input checked="" type="checkbox"/> DEPO <input checked="" type="checkbox"/> Level: <input type="checkbox"/>		Standard: <input type="checkbox"/> <input type="checkbox"/>		2NT: Forcing <input checked="" type="checkbox"/> Inv. <input type="checkbox"/> to <input type="checkbox"/>	
		Except <input type="checkbox"/>		3NT: 13 to 15, with 3 in opening M <input type="checkbox"/>	
		Upside-Down Count <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>		Drury <input checked="" type="checkbox"/> : Reverse <input type="checkbox"/> 2-Way <input type="checkbox"/> Fit <input type="checkbox"/>	
		Upside-Down Attitude <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>		Other: 3 way; 2C/X = LR (3) <input type="checkbox"/>	
		FIRST DISCARD		MINOR OPENING	
		Lavinthal <input type="checkbox"/> <input type="checkbox"/>		Expected Min. Length 4 3 NF 0-2 Conv.	
		Odd/Even <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>		1♦ <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
		OTHER CARDING		1♠ <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
		Smith Echo <input type="checkbox"/> <input type="checkbox"/>		RESPONSES	
		Trump Suit Pref. <input type="checkbox"/> <input type="checkbox"/>		Double Raise: Force <input type="checkbox"/> Inv. <input type="checkbox"/> Weak <input checked="" type="checkbox"/>	
		Foster Echo <input type="checkbox"/> <input type="checkbox"/>		After Overcall: Force <input type="checkbox"/> Inv. <input type="checkbox"/> Weak <input checked="" type="checkbox"/>	
SPECIAL CARDING <input type="checkbox"/> PLEASE ASK				Forcing Raise: J/S in other minor <input checked="" type="checkbox"/>	
				Single raise <input checked="" type="checkbox"/> Other: J/S = LR w.5 <input type="checkbox"/>	
				Frequently bypass 4+♦ <input checked="" type="checkbox"/>	
				1NT/1♦: 8 to 10 <input type="checkbox"/>	
				2NT: Forcing <input type="checkbox"/> Inv. <input type="checkbox"/> 11 to 12 <input type="checkbox"/>	
				3NT: 13 to 15 <input type="checkbox"/>	
				Other: 2h&2s → 5S+4H, Splinters <input type="checkbox"/>	
				DESCRIBE	
				2♦22+ to <input type="checkbox"/> HCP	
				Strong <input checked="" type="checkbox"/> Other <input type="checkbox"/>	
				2♠ Response: Neg X) Waiting <input type="checkbox"/> Two hearts is ace or king	
				2♥5 to 10 HCP ROLF	
				Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/>	
				2♥5 to 10 HCP ROLF	
				Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/>	
				2♥5 to 10 HCP ROLF	
				Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/>	
				OTHER CONV CALLS: New Minor Forcing <input checked="" type="checkbox"/> 2-Way NMF <input type="checkbox"/>	
				Weak jump shifts: In Comp. <input type="checkbox"/> Not In Comp. <input type="checkbox"/> Fit Showing Jump in Comp. <input type="checkbox"/>	
				4th Suit Forcing: 1 Round <input checked="" type="checkbox"/> To Game <input checked="" type="checkbox"/> (x 1S); UN/UN, Wolff style rebids	
				Ingberman: 4/4/3/3 garbage stayman; KOKISH: 2 of other minor/ 1 known trump = both major, or 1 M and our minor.	
				Transfer overcalls / 1CF	