

SPECIAL DOUBLES			NOTRUMP OVERCALLS			NAMES		
After Overcall: <b>Penalty</b> <input type="checkbox"/>			Direct: <b>15</b> to <b>18</b> Systems on <input checked="" type="checkbox"/>			Allan	Simon	or Dan
Negative <input checked="" type="checkbox"/> thru(5D)			Conv. Systems OFF over Dble			Bertrand	with Gordon	Campbell
Responsive: <input checked="" type="checkbox"/> thru(4D) Maximal <input checked="" type="checkbox"/>			Balance: <b>11</b> to <b>14</b>					
Support: Dbl <input checked="" type="checkbox"/> thru(2H) Rdbl <input checked="" type="checkbox"/>			Jump to 2NT: Minors <input type="checkbox"/> 2 Lowest <input checked="" type="checkbox"/>					
Card-showing <input checked="" type="checkbox"/> Min. Offshape T/O <input type="checkbox"/>			Conv.					
Most low-level Dble's=Takeout.								
SIMPLE OVERCALL			DEFENSE VS NOTRUMP			GENERAL APPROACH		
1-level <b>7</b> to <b>17</b> HCP (usually)			vs: 10-15 dir&bal	14-17 dir&bal		Strong-1NT, 2/1 FG (CC version 2017Nov15)		
Often 4 cards <input checked="" type="checkbox"/> Very light style <input type="checkbox"/>			2♦ Minors	Minors		Two Over One: Game Forcing <input checked="" type="checkbox"/> Game Forcing Except When Suit Rebid <input type="checkbox"/>		
Responses			2♦ Majors	Majors		VERY LIGHT: Openings <input type="checkbox"/> 3rd Hand <input type="checkbox"/> Overcalls <input type="checkbox"/> Preempts <input type="checkbox"/>		
New Suit: Forcing <input checked="" type="checkbox"/> NFCConst <input checked="" type="checkbox"/> NF <input type="checkbox"/>			2♦ H	H		FORCING OPENING: 1♦ <input type="checkbox"/> 2♣ <input checked="" type="checkbox"/> Natural 2 Bids <input type="checkbox"/> Other <input type="checkbox"/>		
Jump Raise: Forcing <input type="checkbox"/> Inv. <input type="checkbox"/> Weak <input checked="" type="checkbox"/>			2♦ S	S				
2/1Adv: QB=LR+ F1 / self-suit FG			Dbl Penalty (15+)	Penalty (17+)				
JUMP OVERCALL			Other: 2NT=minors, 3m=nat weakish					
Strong <input type="checkbox"/> Intermediate <input type="checkbox"/> Weak <input checked="" type="checkbox"/>			Balancing Dble 5m + 4M					
OPENING PREEMPTS			OVER OPP'S T/O DOUBLE			NOTRUMP OPENING BIDS		
Sound <input type="checkbox"/> Light <input checked="" type="checkbox"/> Very Light			New Suit Forcing: 1-level <input checked="" type="checkbox"/> 2-level <input type="checkbox"/>			1NT	3♣ nat IG	2NT 22 to 24
3/4-bids <input type="checkbox"/> Conv./Resp. <input checked="" type="checkbox"/> 4C Mini Keycard			Redouble implies no fit <input checked="" type="checkbox"/>			14+ to 17-	3♦ nat IG	Puppet Stayman <input type="checkbox"/>
DIRECT CUEBID			2NT Over				3♦ C-slammish	Transfer Responses: Jacoby <input checked="" type="checkbox"/> Texas <input checked="" type="checkbox"/>
Over: Minor <input checked="" type="checkbox"/> Major <input type="checkbox"/>			Majors	<input checked="" type="checkbox"/>	<input type="checkbox"/>		3♦ D-slammish	3♣ => 3NT / m-slammish
Natural <input checked="" type="checkbox"/>			Minors	<input checked="" type="checkbox"/>	<input type="checkbox"/>	System On Over(2C) only	4C=Gerber	3NT=>4C m-Signoff/ 5-5
Strong T/O <input type="checkbox"/>			Other: 2NT=m or M-frag			2♦ Stayman <input checked="" type="checkbox"/> Puppet <input type="checkbox"/>	4S=both minors weak	3NT sol to m
Michaels <input checked="" type="checkbox"/>						2♦ Transfer to ♦ <input checked="" type="checkbox"/>	4♦, 4♦ Transfer <input checked="" type="checkbox"/>	Play in seats 3,4.
(1x)-P-(1y)-??,4-suits & 1NT=Nat						2♦ Transfer to ♣ <input checked="" type="checkbox"/>	Smolen <input checked="" type="checkbox"/>	Conventional NT Openings
						2♦ MSS both not IG	Lebensohl <input checked="" type="checkbox"/> ( fast denies )	Texas only if a jump
						2NT=>3C m or M-frag	Negative Double <input checked="" type="checkbox"/> 2d+	GarbStaym, 3OM=x-sing.
							Standard Lebensohl	
SLAM CONVENTIONS			MAJOR OPENING			MINOR OPENING		
Gerber <input type="checkbox"/> 4NT: Blackwood <input type="checkbox"/> RKC <input type="checkbox"/> 1430 <input checked="" type="checkbox"/>			Expected Min. Length	4	5	Expected Min. Length	4 3 NF 0-2 Conv.	
MiniKeycard over Weak 2x/3x, 1/2-steps starts 1/2, 1, 1 1/2, 2			1st/2nd	<input type="checkbox"/>	<input checked="" type="checkbox"/>	1♣	<input type="checkbox"/>	
5NT-answer=2Keys+void. 5NT=Specific K-ask. DFPS.			3rd/4th	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	1♦	<input type="checkbox"/>	
vs. Interference: DOPI <input type="checkbox"/> DEPO <input type="checkbox"/> Level:Dbl=step1,Pass=step2,Bid=s3			RESPONSES			RESPONSES		
ROPI <input type="checkbox"/>			Double Raise: Force <input type="checkbox"/> Inv. <input type="checkbox"/> Weak <input checked="" type="checkbox"/>			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"/>			After Overcall: Force <input type="checkbox"/> Inv. <input type="checkbox"/> Weak <input checked="" type="checkbox"/>		
			Conv. Raise: 2NT <input checked="" type="checkbox"/> 3NT <input type="checkbox"/> Splinter <input checked="" type="checkbox"/>			Forcing Raise: J/S in other minor <input checked="" type="checkbox"/>		
			Other: Kokish 2WayGT Mini-Spl 7+			Single raise <input checked="" type="checkbox"/> Other: nat FG, 2NT ask		
			1NT: Forcing <input checked="" type="checkbox"/> Semi-forcing <input type="checkbox"/>			Frequently bypass 4+ <input checked="" type="checkbox"/>		
			2NT: Forcing <input type="checkbox"/> Inv. <input type="checkbox"/> to			1NT/1♣: 8 to 10		
			3NT: 13 to 15			2NT: Forcing <input type="checkbox"/> Inv. <input checked="" type="checkbox"/> 11 to 12		
			Drury <input checked="" type="checkbox"/> : Reverse <input checked="" type="checkbox"/> 2-Way <input checked="" type="checkbox"/> Fit <input type="checkbox"/>			3NT: 13 to 15		
			Other: Shape-ask after 1m-1M // 2M			Other: 1C-2D&1D-3C=CX-R, 1m-2M=WJS		
LEADS (click card led, if not in bold)			DEFENSIVE CARDING			DESCRIBE		
versus Suits	versus Notrump		Standard:	<input type="checkbox"/>	<input type="checkbox"/>	2♦ to HCP Strong		
<b>x</b>	<b>x</b>	<b>x</b>	Except <input type="checkbox"/> K fr AKx(x) at 4-lev			Strong <input checked="" type="checkbox"/> Other <input type="checkbox"/> Bal 19+ to 21 or 25+ or FG		
x	x	x	fr 6+, mid=enc, hi/lo=SP			2♦ Response: Neg <input type="checkbox"/> Waiting <input checked="" type="checkbox"/> 99% says nothing		
A	K x	10 9 x	A K J x	A	Upside-Down Count <input checked="" type="checkbox"/>	2♦ 4 to 10 HCP Weak sometimes 4-card-M		
K	Q x	K J 10 x	A J 10 9	A	Upside-Down Attitude <input checked="" type="checkbox"/>	Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/>		
Q	J x	K 10 9 x	K J x	K	FIRST DISCARD	2NT=bal 15-17, 3C=ask		
J	10 x	Q 10 9 x	J 10 x	Q	Laventhal	2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>		
K	Q 10 9	J 10 9 x	10 9 x	10	Odd/Even	ABC, 3H=2xT3H, 4C=Mini		
					2♦ 4 to 10 HCP Weak	2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/>		
					Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/>	ABC, 3S=2xT3H, 4C=Mini		
					2♦ 4 to 10 HCP Weak	2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/>		
					Natural: Weak <input checked="" 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"/>		
Length Leads:	vs Suits <input checked="" type="checkbox"/>		vs NT <input checked="" type="checkbox"/> Upside-Down disc	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	OTHER CONV CALLS: New Minor Forcing <input type="checkbox"/> 2-Way NMF <input checked="" type="checkbox"/> Full XYZ. Bart/2C.		
4th Best	vs Suits <input checked="" type="checkbox"/>		vs NT <input checked="" type="checkbox"/> OTHER CARDING	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Weak jump shifts: In Comp. <input checked="" type="checkbox"/> Not In Comp. <input checked="" type="checkbox"/> Anti-Michaels/Unus. Last Train		
3rd/5th Best	vs Suits <input type="checkbox"/>		Attitude vs NT <input type="checkbox"/> Smith Echo	<input type="checkbox"/>	<input type="checkbox"/>	4th Suit Forcing: 1 Round <input type="checkbox"/> To Game <input checked="" type="checkbox"/> 1C-1D / 1H: 1S=nat F0; 2S=nat FG		
			Trump Suit Pref. <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	1H-2S=nat WJS. 1m,1H-3M=nat wk. 1M-4m=m-void. 1S-4H=nat Signoff		
			Foster Echo <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	1NT-2C // 2H-2S=4-S IG. 2NT-Zecklorf=minors. 1S-1NT // 3C=art FG.		
SPECIAL CARDING <input type="checkbox"/> PLEASE ASK			RESPONSES/REBIDS			RESPONSES/REBIDS		
Primary signal to partner's leads			2M,2NT,3m=very weak.			2M,2NT,3m=very weak.		
Attitude <input checked="" type="checkbox"/> Count <input type="checkbox"/> Suit Preference <input type="checkbox"/>			Kokish Relay.					
			2NT ranges switched.					

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