

SPECIAL DOUBLES After Overcall: <u>Penalty</u> <input type="checkbox"/> Negative <input checked="" type="checkbox"/> thru <u>4H</u> Responsive: <input checked="" type="checkbox"/> thru <u>4H</u> Maximal <input checked="" type="checkbox"/> Support: Dbl <input checked="" type="checkbox"/> thru <u>2suit</u> Rdbl <input checked="" type="checkbox"/> Card-showing <input type="checkbox"/> Min. Offshape T/O <input type="checkbox"/> <u>game try</u>	NOTRUMP OVERCALLS Direct: <u>15</u> to <u>18</u> Systems on <input checked="" type="checkbox"/> Conv. <u>Balance: 11</u> to <u>16</u> Jump to 2NT: Minors <input type="checkbox"/> 2 Lowest <input checked="" type="checkbox"/> Conv. 2C=range ask stayman	NAMES <u>Ina & Lesley</u> 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"/> <u>Natural 2 Bids</u> <input type="checkbox"/> Other <input type="checkbox"/>	
SIMPLE OVERCALL 1-level <u>8+</u> to <u> </u> HCP (usually) Often 4 cards <input checked="" 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: <u>strong NT</u> <u>weak NT</u> 2♠ <u>MM</u> <u>MM</u> 2♥ <u>M</u> <u>M</u> 2♥ <u>H+m</u> <u>H+m</u> 2♠ <u>S+m</u> <u>S+m</u> Dbl <u>4M5M</u> <u>penalty</u> Other: <u>2NT=mm</u>	NOTRUMP OPENING BIDS 1NT <u>14+</u> to <u>17</u> <u> </u> to <u> </u> 5-Card Major Common <input checked="" type="checkbox"/> System On Over <u>X,2C</u> 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"/> range or C <input type="checkbox"/> 2NT <u>D or weak mm</u>	
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 <u>Limit +</u> <u>Limit</u> <u>Weak</u> Majors <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Minors <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Other: <u>FSJ, 1-under constr, flip m</u>		
OPENING PREEMPTS Sound <input checked="" type="checkbox"/> Light <input checked="" type="checkbox"/> Very Light <input type="checkbox"/> 3/4-bids <input checked="" type="checkbox"/> Conv./Resp. <u> </u>	VS OPENING PREEMPT DOUBLE IS Takeout <input checked="" type="checkbox"/> thru <u>4H</u> <u>Penalty</u> <input type="checkbox"/> Conv. Takeout: <u> </u> Lebensohl 2NT Response <input checked="" type="checkbox"/> Other: <u> </u>		
DIRECT CUEBID Over: Minor <input type="checkbox"/> Major <input type="checkbox"/> Natural <input type="checkbox"/> Strong T/O <input type="checkbox"/> Michaels <input checked="" type="checkbox"/>	MAJOR OPENING Expected Min. Length <u>4</u> <u>5</u> 1st/2nd <input type="checkbox"/> <input checked="" type="checkbox"/> 3rd/4th <input checked="" 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>Bergen</u> 1NT: <u>Forcing</u> <input checked="" type="checkbox"/> <u>Semi-forcing</u> <input type="checkbox"/> 2NT: Forcing <input checked="" type="checkbox"/> Inv. <input type="checkbox"/> to <u> </u> 3NT: <u>13</u> to <u>15</u> Drury <input type="checkbox"/> : Reverse <input type="checkbox"/> 2-Way <input checked="" type="checkbox"/> Fit <input checked="" type="checkbox"/> Other: <u>3-way</u>		
SLAM CONVENTIONS Gerber <input checked="" type="checkbox"/> 4NT: Blackwood <input type="checkbox"/> RKC <input type="checkbox"/> 1430 <input checked="" type="checkbox"/> Gerber over 1NT and 2NT, Specific K, minorwood DIPS/RIPS vs. Interference: DOPI <input type="checkbox"/> DEPO <input type="checkbox"/> Level: <u> </u> ROPI <input type="checkbox"/>			
LEADS (click card led, if not in bold) 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	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	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"/>	
SPECIAL CARDING <input type="checkbox"/> PLEASE ASK			

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