

<p>SPECIAL DOUBLES</p> <p>After Overcall: Penalty <input type="checkbox"/> Negative <input checked="" type="checkbox"/> thru 4H Responsive: <input checked="" type="checkbox"/> thru 4H Maximal <input checked="" type="checkbox"/> Support: Dbl <input checked="" type="checkbox"/> thru 2S Rdbl <input checked="" type="checkbox"/> Card-showing <input type="checkbox"/> Min. Offshape T/O <input type="checkbox"/> Take out through 4♥</p> <p>SIMPLE OVERCALL</p> <p>1-level 6 to 16 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"/> Cuebid is 1-round force</p> <p>JUMP OVERCALL</p> <p>Strong <input type="checkbox"/> Intermediate <input checked="" type="checkbox"/> Weak <input checked="" type="checkbox"/></p> <p>OPENING PREEMPTS</p> <p>Sound Light Very Light 3/4-bids <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> Conv./Resp. 4th seat 2M Open 6+.</p> <p>DIRECT CUEBID</p> <p>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"/> Natural if 2 suits have been bid</p> <p>SLAM CONVENTIONS Gerber <input checked="" type="checkbox"/> 4NT: Blackwood <input type="checkbox"/> RKC <input checked="" type="checkbox"/> 1430 <input checked="" type="checkbox"/> RKC 1430; Gerber over 1NT & 2NT; Optional Minorwood; ERKC.</p> <p>vs. Interference: DOPI <input checked="" type="checkbox"/> DEPO <input type="checkbox"/> Level: 5 ROPI <input checked="" type="checkbox"/></p>	<p>NOTRUMP OVERCALLS</p> <p>Direct: 15 to 18 Systems on <input checked="" type="checkbox"/> Conv. _____ Balance: 11 to 15 Jump to 2NT: Minors <input type="checkbox"/> 2 Lowest <input checked="" type="checkbox"/> Conv. Sandwich NT by PH</p> <p>DEFENSE VS NOTRUMP</p> <p>vs: Strong 1NT Weak 1NT 2♠ 2 Majors 2 Majors 2♦ 1 Major 1 Major 2♥ H+minor H+minor 2♠ S+minor S+minor Dbl 5m + 4M Penalty Other: 3C/3D: Nature; 2NT: Minors Rdbl SOS; DONT Rescue</p> <p>OVER OPP'S T/O DOUBLE</p> <p>New Suit Forcing: 1-level <input checked="" type="checkbox"/> 2-level <input type="checkbox"/> Redouble implies no fit <input checked="" type="checkbox"/> 2NT Over Limit + Limit Weak Majors <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Minors <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Other: Transfer; Weak Jump Raise.</p> <p>VS OPENING PREEMPT DOUBLE IS</p> <p>Takeout <input checked="" type="checkbox"/> thru 4H Penalty <input type="checkbox"/> Conv. Takeout: 4NT over 4S Lebensohl 2NT Response <input checked="" type="checkbox"/> Other: 2NT Overcall = 16-19 HCP</p>	<p>GENERAL APPROACH</p> <p>2/1 Game Forcing Two Over One: Game Forcing <input checked="" type="checkbox"/> Game Forcing Except When Suit Rebid <input type="checkbox"/> VERY LIGHT: Openings <input checked="" type="checkbox"/> 3rd Hand <input checked="" type="checkbox"/> Overcalls <input checked="" type="checkbox"/> Preempts <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"/></p> <p>NOTRUMP OPENING BIDS</p> <p>1NT 14+ to 17 to _____ 5-Card Major Common <input checked="" type="checkbox"/> System On Over Dbl, 2C 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"/> 2♠ Range Ask or C 2NT D or minors</p> <p>3♠ Puppet Stayman 3♦ 55 Minors GF 3♥ Splinter, Short H 3♠ Splinter, Short S 4♦, 4♥ Transfer <input checked="" type="checkbox"/> Smolen <input checked="" type="checkbox"/> Lebensohl <input checked="" type="checkbox"/> (fast denies) Negative Double <input checked="" type="checkbox"/></p> <p>2NT 20 to 21 Puppet Stayman <input checked="" type="checkbox"/> Transfer Responses: Jacoby <input checked="" type="checkbox"/> Texas <input checked="" type="checkbox"/> 3♠ Relay to 3NT. 3NT: 5S+4H Majors 3NT _____ to _____ Gambling Conventional NT Openings</p>				
<p>LEADS (click card led, if not in bold)</p> <p>versus Suits versus Notrump</p> <table style="width:100%; font-family: monospace;"> <tr> <td style="width:33%; text-align: center;"> x x x x x A K x K Q x Q J x J 10 x K Q 10 9 </td> <td style="width:33%; text-align: center;"> x x x x x x x 10 9 x K J 10 x K 10 9 x Q 10 9 x Q 10 9 x </td> <td style="width:33%; text-align: center;"> x x x x x x x A K J x A J 10 9 K Q J x Q J 10 x J 10 9 x </td> </tr> </table> <p>Length Leads: 4th Best vs Suits <input type="checkbox"/> vs NT <input checked="" type="checkbox"/> 3rd/5th Best vs Suits <input checked="" type="checkbox"/> vs NT <input type="checkbox"/></p> <p>Primary signal to partner's leads Attitude <input checked="" type="checkbox"/> Count <input type="checkbox"/> Suit Preference <input type="checkbox"/></p>	x x x x x A K x K Q x Q J x J 10 x K Q 10 9	x x x x x x x 10 9 x K J 10 x K 10 9 x Q 10 9 x Q 10 9 x	x x x x x x x A K J x A J 10 9 K Q J x Q J 10 x J 10 9 x	<p>DEFENSIVE CARDING</p> <p>Standard: <input type="checkbox"/> <input type="checkbox"/> Except <input type="checkbox"/></p> <p>Upside-Down Count <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> Upside-Down Attitude <input checked="" type="checkbox"/> <input checked="" type="checkbox"/></p> <p>FIRST DISCARD</p> <p>Lavinthal <input type="checkbox"/> <input type="checkbox"/> Odd/Even <input type="checkbox"/> <input type="checkbox"/></p> <p>OTHER CARDING</p> <p>Smith Echo <input type="checkbox"/> <input type="checkbox"/> Trump Suit Pref. <input type="checkbox"/> <input type="checkbox"/> Foster Echo <input type="checkbox"/> <input type="checkbox"/></p>	<p>MAJOR OPENING</p> <p>Expected Min. Length 4 5 1st/2nd <input type="checkbox"/> <input checked="" type="checkbox"/> 3rd/4th <input checked="" type="checkbox"/> <input checked="" type="checkbox"/></p> <p>RESPONSES</p> <p>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: 2NT <input checked="" type="checkbox"/> 3NT <input type="checkbox"/> Splinter <input type="checkbox"/> Other: Jacoby 2NT 1NT: Forcing <input checked="" type="checkbox"/> Semi-forcing <input checked="" type="checkbox"/> 2NT: Forcing <input checked="" type="checkbox"/> Inv. <input type="checkbox"/> to _____ 3NT: 13 to 15 Drury <input checked="" type="checkbox"/>: Reverse <input checked="" type="checkbox"/> 2-Way <input checked="" type="checkbox"/> Fit <input type="checkbox"/> Other: R-Bergen</p>	<p>MINOR OPENING</p> <p>Expected Min. Length 4 3 NF 0-2 Conv. 1♠ <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> 1♦ <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/></p> <p>RESPONSES</p> <p>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"/> Forcing Raise: J/S in other minor <input checked="" type="checkbox"/> Single raise <input checked="" type="checkbox"/> Other: Inverted minors Frequently bypass 4+♦ <input checked="" type="checkbox"/> 1NT/1♠: 6 to 10 2NT: Forcing <input type="checkbox"/> Inv. <input checked="" type="checkbox"/> 11 to 12 3NT: 13 to 15 Other: Reverse Flannery; 43344</p>
x x x x x A K x K Q x Q J x J 10 x K Q 10 9	x x x x x x x 10 9 x K J 10 x K 10 9 x Q 10 9 x Q 10 9 x	x x x x x x x A K J x A J 10 9 K Q J x Q J 10 x J 10 9 x				
<p>SPECIAL CARDING <input checked="" type="checkbox"/> PLEASE ASK</p>		<p>DESCRIBE</p> <p>2♠ 22 to _____ HCP Or 9+ tricks Strong <input checked="" type="checkbox"/> Other <input type="checkbox"/> 2♦ Response: Neg <input type="checkbox"/> Waiting <input checked="" type="checkbox"/></p> <p>2♦ 5 to 11 HCP Normally good 6-card suit Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/></p> <p>2♥ 5 to 11 HCP Normally good 6-card suit Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/></p> <p>2♠ 5 to 11 HCP Normally good 6-card suit Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/></p> <p>OTHER CONV CALLS: New Minor Forcing <input type="checkbox"/> 2-Way NMF <input checked="" type="checkbox"/> XYZ Weak jump shifts: In Comp. <input checked="" type="checkbox"/> Not In Comp. <input type="checkbox"/> 4th Suit Forcing: 1 Round <input type="checkbox"/> To Game <input checked="" type="checkbox"/> Criss-Cross</p>	<p>RESPONSES/REBIDS</p> <p>2NT Response Positive Kokish Relay</p> <p>RONF; 2NT Ogust 2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/> RONF; 2NT Ogust 2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/> RONF; 2NT Ogust 2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/></p>			

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