

<p>SPECIAL DOUBLES</p> <p>After Overcall: Penalty <input type="checkbox"/> _____</p> <p>Negative <input checked="" type="checkbox"/> thru 4H</p> <p>Responsive: <input checked="" type="checkbox"/> thru 4H _____ Maximal <input checked="" type="checkbox"/></p> <p>Support: DbI <input checked="" type="checkbox"/> thru 2H _____ Rdbl <input checked="" type="checkbox"/></p> <p>Card-showing <input type="checkbox"/> Min. Offshape T/O <input type="checkbox"/></p> <p>Snapdragon</p> <hr/> <p>SIMPLE OVERCALL</p> <p>1-level 7 _____ to 16 _____ HCP (usually)</p> <p>Often 4 cards <input type="checkbox"/> Very light style <input type="checkbox"/></p> <p>Responses</p> <p>New Suit: Forcing <input checked="" type="checkbox"/> NFConst <input type="checkbox"/> NF <input type="checkbox"/></p> <p>Jump Raise: Forcing <input type="checkbox"/> Inv. <input type="checkbox"/> Weak <input checked="" type="checkbox"/></p> <p>FIT Jumps, JQ=constr, 2N=4+lr</p> <hr/> <p>JUMP OVERCALL</p> <p>Strong <input type="checkbox"/> Intermediate <input type="checkbox"/> Weak <input checked="" type="checkbox"/></p> <p>(Int in balancing seat)</p> <hr/> <p>OPENING PREEMPTS</p> <p>Sound Light Very Light</p> <p>3/4-bids <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/></p> <p>Conv./Resp. 4C=MK; 4D/3c+4C=MK)</p> <hr/> <p>DIRECT CUEBID</p> <p>Over: Minor Major</p> <p>Natural <input type="checkbox"/> <input type="checkbox"/></p> <p>Strong T/O <input type="checkbox"/> <input type="checkbox"/></p> <p>Michaels <input checked="" type="checkbox"/> <input checked="" type="checkbox"/></p>	<p>NOTRUMP OVERCALLS</p> <p>Direct: 16 _____ to 18 _____ Systems on <input checked="" type="checkbox"/></p> <p>Conv. DONT runout/ pen x _____</p> <p>Balance: 11 _____ to 15 _____</p> <p>Jump to 2NT: Minors <input type="checkbox"/> 2 Lowest <input checked="" type="checkbox"/></p> <p>Conv. Range St/ over bal 1N</p> <hr/> <p>DEFENSE VS NOTRUMP</p> <p>vs: Strong _____ Weak _____</p> <p>2♣ C + M _____ ->2D,D or M/m</p> <p>2♦ D + M _____ H</p> <p>2♥ H _____ H and S</p> <p>2♠ S _____ S</p> <p>DbI m OR M/M _____ Penalty</p> <p>Other: 2N=D+C 2N=C</p> <p>3D= Ms strong; Bal bids= Meckwell</p> <hr/> <p>OVER OPP'S T/O DOUBLE</p> <p>New Suit Forcing: 1-level <input checked="" type="checkbox"/> 2-level <input type="checkbox"/></p> <p>Redouble implies no fit <input checked="" type="checkbox"/></p> <p>2NT Over Limit + Limit Weak</p> <p>Majors <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/></p> <p>Minors <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/></p> <p>Other: _____</p> <hr/> <p>VS OPENING PREEMPT DOUBLE IS</p> <p>Takeout <input checked="" type="checkbox"/> thru 4H _____ Penalty <input type="checkbox"/></p> <p>Conv. Takeout: (4S) 4N = t/o;</p> <p>Lebensohl 2NT Response</p> <p>Other: Rolling trfs after (W2) 2N</p>	<p>NAMES Gordon and Paul</p> <hr/> <p>GENERAL APPROACH</p> <p>2/1</p> <p>Two Over One: Game Forcing <input checked="" type="checkbox"/> Game Forcing Except When Suit Rebid <input type="checkbox"/></p> <p>VERY LIGHT: Openings <input type="checkbox"/> 3rd Hand <input type="checkbox"/> Overcalls <input type="checkbox"/> Preempts <input type="checkbox"/></p> <p>FORCING OPENING: 1♣ <input type="checkbox"/> 2♣ <input checked="" type="checkbox"/> Natural 2 Bids <input type="checkbox"/> Other <input type="checkbox"/></p> <hr/> <p>NOTRUMP OPENING BIDS</p> <p>1NT _____</p> <p>15 _____ to 17 _____</p> <p>15 _____ to 17 _____</p> <p>5-Card Major Common <input type="checkbox"/></p> <p>System On Over Art X,2C</p> <p>2♣ Stayman <input checked="" type="checkbox"/> Puppet <input type="checkbox"/></p> <p>2♦ Transfer to ♥ <input checked="" type="checkbox"/></p> <p>Forcing Stayman <input type="checkbox"/></p> <p>2♥ Transfer to ♠ <input type="checkbox"/></p> <p>2♠ MSS D+C GF or wk _____</p> <p>2NT >3C 1m GF or wk _____</p> <p>3♠ Natural IG _____</p> <p>3♥ Natural IG _____</p> <p>3♥ 3-1-(5-4) _____</p> <p>3♠ 1-3 (5-4) _____</p> <p>4C=1430 _____</p> <p>4♦, 4♥ Transfer <input checked="" type="checkbox"/></p> <p>Smolen <input checked="" type="checkbox"/></p> <p>Lebensohl <input checked="" type="checkbox"/> (F _____ denies)</p> <p>Negative Double <input checked="" type="checkbox"/></p>	
<p>SLAM CONVENTIONS Gerber <input checked="" type="checkbox"/> 4NT: Blackwood <input type="checkbox"/> RKC <input type="checkbox"/> 1430 <input checked="" type="checkbox"/></p> <p>Excl (0,1,2), Specific Kings</p> <p>Gerber 1430; DFPs/RFPs; 6 of NS asks for 3rd rd cntl</p> <p>vs. Interference: DOPI <input type="checkbox"/> DEPO <input checked="" type="checkbox"/> Level: DEPO 1430</p> <p>ROPI <input checked="" type="checkbox"/></p> <hr/> <p>LEADS (click card led, if not in bold)</p> <p>versus Suits versus Notrump</p> <p>x x x x x x x x x x x x</p> <p>x x x x x x x x x x x x</p> <p>A K x 10 9 x A K J x A Q J x</p> <p>K Q x K J 10 x A J 10 9 A 10 9 8</p> <p>Q J x K 10 9 x K Q J x K Q 10 9</p> <p>J 10 x Q 10 9 x Q J 10 x Q 10 9 8</p> <p>K Q 10 9 J 10 9 x 10 9 8 x</p> <p>Length Leads:</p> <p>4th Best vs Suits <input type="checkbox"/> vs NT <input checked="" type="checkbox"/></p> <p>3rd/5th Best vs Suits <input checked="" type="checkbox"/> vs NT <input type="checkbox"/></p> <p>Attitude vs NT <input type="checkbox"/></p> <p>Primary signal to partner's leads</p> <p>Attitude <input checked="" type="checkbox"/> Count <input type="checkbox"/> Suit Preference <input type="checkbox"/></p>	<p>DEFENSIVE CARDING</p> <p>Standard: <input type="checkbox"/> <input type="checkbox"/></p> <p>Except <input type="checkbox"/></p> <p>Upside-Down Count <input checked="" type="checkbox"/> <input checked="" type="checkbox"/></p> <p>Upside-Down Attitude <input checked="" type="checkbox"/> <input checked="" type="checkbox"/></p> <p>FIRST DISCARD</p> <p>Lavinthal <input type="checkbox"/> <input type="checkbox"/></p> <p>Odd/Even <input type="checkbox"/> <input type="checkbox"/></p> <p>Upside Down <input checked="" type="checkbox"/> <input checked="" type="checkbox"/></p> <p>OTHER CARDING</p> <p>Smith Echo <input type="checkbox"/> <input type="checkbox"/></p> <p>Trump Suit Pref. <input checked="" type="checkbox"/> <input type="checkbox"/></p> <p>Foster Echo <input type="checkbox"/> <input type="checkbox"/></p>	<p>MAJOR OPENING</p> <p>Expected Min. Length 4 5</p> <p>1st/2nd <input type="checkbox"/> <input checked="" type="checkbox"/></p> <p>3rd/4th <input type="checkbox"/> <input checked="" type="checkbox"/></p> <p>RESPONSES</p> <p>Double Raise: Force <input type="checkbox"/> Inv. <input checked="" type="checkbox"/> Weak <input type="checkbox"/></p> <p>After Overcall: Force <input type="checkbox"/> Inv. <input type="checkbox"/> Weak <input checked="" type="checkbox"/></p> <p>Conv. Raise: 2NT <input checked="" type="checkbox"/> 3NT <input type="checkbox"/> Splinter <input checked="" type="checkbox"/></p> <p>Other: mini Splinters 7+</p> <p>1NT: Forcing <input checked="" type="checkbox"/> Semi-forcing <input type="checkbox"/></p> <p>2NT: Forcing <input type="checkbox"/> Inv. <input type="checkbox"/> _____ to _____</p> <p>3NT: _____ to _____</p> <p>Drury <input checked="" type="checkbox"/> : Reverse <input checked="" type="checkbox"/> 2-Way <input checked="" type="checkbox"/> Fit <input type="checkbox"/></p> <p>Other: Kokish Game Tries</p>	<p>MINOR OPENING</p> <p>Expected Min. Length 4 3 NF 0-2 C</p> <p>1♣ <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/></p> <p>1♦ <input type="checkbox"/> <input checked="" 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"/></p> <p>After Overcall: Force <input type="checkbox"/> Inv. <input type="checkbox"/> Weak <input checked="" type="checkbox"/></p> <p>Forcing Raise: J/S in other minor <input type="checkbox"/></p> <p>Single raise <input checked="" type="checkbox"/> Other: LR+</p> <p>Frequently bypass 4+♦ <input checked="" type="checkbox"/></p> <p>1NT/1♣: 8 _____ to 10 _____</p> <p>2NT: Forcing <input type="checkbox"/> Inv. <input type="checkbox"/> 11 _____ to 12 _____</p> <p>3NT: 13 _____ to 15 _____</p> <p>Other: criss-cross=constr</p>
<p>SPECIAL CARDING <input type="checkbox"/> PLEASE ASK</p>		<p>DESCRIBE</p> <p>2♣ _____ to _____ HCP _____</p> <p>Strong <input checked="" type="checkbox"/> Other <input type="checkbox"/></p> <p>2♦ Response: Neg <input type="checkbox"/> Waiting <input checked="" type="checkbox"/></p> <p>2♦ 3 _____ to 11 _____ HCP _____</p> <p>Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/></p> <p>2♥ 3 _____ to 11 _____ HCP _____</p> <p>Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/></p> <p>2♠ 3 _____ to 11 _____ HCP _____</p> <p>Natural: Weak <input 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 (NMF by PH) _____</p> <p>Weak jump shifts: In Comp. <input checked="" type="checkbox"/> Not In Comp. <input type="checkbox"/></p> <p>4th Suit Forcing: 1 Round <input type="checkbox"/> To Game <input checked="" type="checkbox"/> XYZ; Tfrs after 1x-1y-2N</p> <p>1C-1D-1H-1S is 4+C 5-7 HCP; Ingberman; GoodBad 2NT; Leaping Ms</p> <p>Unu vs Unu (L4L), Spiral (2M+1) 3344. Suction vs strong 1C.</p>	<p>RESPONSES/RI</p> <p>Kokish Relay 25+</p> <p>2D=K+; 2H=neg</p> <p>2N=15-17 bal; 3C=art</p> <p>2NT Force <input checked="" type="checkbox"/> New Su</p> <p>Grade ABC; 3H=2 of</p> <p>2NT Force <input checked="" type="checkbox"/> New Su</p> <p>Grade ABC; 3S=2 of</p> <p>2NT Force <input checked="" type="checkbox"/> New Su</p>

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