

<b>SPECIAL DOUBLES</b> 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 2H Rdbl <input checked="" type="checkbox"/> Card-showing <input type="checkbox"/> Min. Offshape T/O <input type="checkbox"/> Snapdragon		<b>NOTRUMP OVERCALLS</b> Direct: 16 to 18 Systems on <input checked="" type="checkbox"/> Conv. DONT runout/pen x Balance: 11 to 16 Jump to 2NT: Minors <input type="checkbox"/> 2 Lowest <input type="checkbox"/> Conv. Range St/2N=19-21	
<b>SIMPLE OVERCALL</b> 1-level 7 to 18 HCP (usually) Often 4 cards <input type="checkbox"/> Very light style <input type="checkbox"/> <b>Responses</b> New Suit: Forcing <input type="checkbox"/> NFConst <input checked="" type="checkbox"/> NF <input type="checkbox"/> Jump Raise: Forcing <input type="checkbox"/> Inv. <input type="checkbox"/> Weak <input checked="" type="checkbox"/> FIT Jumps, JQ=constr, 2N=4+lr		<b>DEFENSE VS NOTRUMP</b> vs: Strong Weak 2♣ C + M ->2D,D or M/m 2♦ D + M H 2♥ H H and S 2♠ S S Dbl m OR M/M Penalty Other: 3D = 5/5 M strong Bal over weak with Meckwell	
<b>JUMP OVERCALL</b> Strong <input type="checkbox"/> Intermediate <input type="checkbox"/> Weak <input checked="" type="checkbox"/>		<b>OVER OPP'S T/O DOUBLE</b> New Suit Forcing: 1-level <input checked="" type="checkbox"/> 2-level <input type="checkbox"/> Redouble implies no fit <input checked="" type="checkbox"/> <input 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: FIT Jumps after 1M (X)	
<b>OPENING PREEMPTS</b> Sound Light Very Light 3/4-bids <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Conv./Resp. KRAP		<b>VS OPENING PREEMPT DOUBLE IS</b> Takeout <input checked="" type="checkbox"/> thru 4H Penalty <input type="checkbox"/> Conv. Takeout: Lebensohl 2NT Response <input checked="" type="checkbox"/> Other: Leaping Michaels	
<b>DIRECT CUEBID</b> 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"/>			
<b>SLAM CONVENTIONS</b> Gerber <input type="checkbox"/> 4NT: Blackwood <input type="checkbox"/> RKC <input type="checkbox"/> 1430 <input checked="" type="checkbox"/> Minorwood when obvious, Excl (0,1,2), 4N for a minor (0314) Gerber 1430 vs. Interference: DOPI <input type="checkbox"/> DEPO <input checked="" type="checkbox"/> Level: DEPO 1430 ROPI <input checked="" type="checkbox"/>			
<b>LEADS</b> (click card led, if not in bold) versus Suits versus Notrump x x x x x x x x x x x x x x x x A K x 10 9 x A K J x A Q J x K Q x K J 10 x A J 10 9 A 10 9 8 Q J x K 10 9 x K Q J x K Q 10 9 J 10 x Q 10 9 x Q J 10 x Q 10 9 8 K Q 10 9 J 10 9 x 10 9 8 x <b>Length Leads:</b> 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"/> Attitude vs NT <input type="checkbox"/>		<b>DEFENSIVE CARDING</b> vs Suits vs NT Standard: <input type="checkbox"/> <input type="checkbox"/> Except <input type="checkbox"/> Upside-Down Count <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> Upside-Down Attitude <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <b>FIRST DISCARD</b> Lavinthal <input type="checkbox"/> <input type="checkbox"/> Odd/Even <input type="checkbox"/> <input type="checkbox"/> Rev Smith <input type="checkbox"/> <input type="checkbox"/> <b>OTHER CARDING</b> Smith Echo <input type="checkbox"/> <input checked="" type="checkbox"/> Trump Suit Pref. <input checked="" type="checkbox"/> <input type="checkbox"/> Foster Echo <input type="checkbox"/> <input type="checkbox"/>	
<b>Primary signal to partner's leads</b> Attitude <input checked="" type="checkbox"/> Count <input type="checkbox"/> Suit Preference <input type="checkbox"/>			
<b>SPECIAL CARDING <input type="checkbox"/> PLEASE ASK</b>			

<b>NAMES</b> 2/1 Paul Janicki - Ian Findlay		<b>GENERAL APPROACH</b> 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: 1♣ <input type="checkbox"/> 2♣ <input checked="" type="checkbox"/> Natural 2 Bids <input type="checkbox"/> Other <input type="checkbox"/>	
<b>NOTRUMP OPENING BIDS</b> 1NT 15 to 17 15 to 17 5-Card Major Common <input type="checkbox"/> System On Over X,2C 2♣ Stayman <input checked="" type="checkbox"/> Puppet <input type="checkbox"/> 2♦ Transfer to ♥ <input checked="" type="checkbox"/> <input type="checkbox"/> Forcing Stayman <input type="checkbox"/> 2♥ Transfer to ♠ <input type="checkbox"/> 2♠ C's 2NT Ds or 5-5 weak		3♣ 5-5 Minors GF 3♦ 5-5 Majors GF 3♥ 3-1-(5-4) 3♠ 1-3 (5-4) 4S = Baron 4♦, 4♥ Transfer <input checked="" type="checkbox"/> Smolen <input checked="" type="checkbox"/> Lebensohl <input checked="" type="checkbox"/> (F denies) Negative Double <input checked="" type="checkbox"/> trf Lebensohl	
<b>MAJOR OPENING</b> Expected Min. Length 4 5 1st/2nd <input type="checkbox"/> <input checked="" type="checkbox"/> 3rd/4th <input type="checkbox"/> <input checked="" type="checkbox"/>		<b>MINOR OPENING</b> Expected Min. Length 4 3 NF 0-2 C 1♣ <input type="checkbox"/> <input type="checkbox"/> 1♦ <input type="checkbox"/> <input type="checkbox"/>	
<b>RESPONSES</b> 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 checked="" type="checkbox"/> Other: Bergen 3D=LR 1NT: Forcing <input type="checkbox"/> Semi-forcing <input checked="" type="checkbox"/> 2NT: Forcing <input type="checkbox"/> Inv. <input type="checkbox"/> to _____ 3NT: 15 to 17 Drury <input checked="" type="checkbox"/> : Reverse <input checked="" type="checkbox"/> 2-Way <input checked="" type="checkbox"/> Fit <input type="checkbox"/> Other: Bart, Kokish game tries		<b>RESPONSES</b> 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 type="checkbox"/> Single raise <input checked="" type="checkbox"/> Other: LR+ Frequently bypass 4+ <input checked="" type="checkbox"/> 1NT/1♣: 8 to 10 2NT: Forcing <input type="checkbox"/> Inv. <input type="checkbox"/> 11 to 12 3NT: 13 to 15 Other:	
<b>DESCRIBE</b> 2♣ to _____ HCP Strong <input checked="" type="checkbox"/> Other <input type="checkbox"/> 2♦ Response: Neg <input type="checkbox"/> Waiting <input checked="" type="checkbox"/>		<b>RESPONSES/RE</b> Kokish Relay 25+ Oguist Good suit 1st 2NT Force <input checked="" type="checkbox"/> New Suit	
2♦ 5 to 11 HCP transfers over X, KRAP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/>		Oguist Good suit 1st 2NT Force <input checked="" type="checkbox"/> New Suit	
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2♠ 5 to 11 HCP transfers over X, KRAP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/>		Oguist Good suit 1st 2NT Force <input checked="" type="checkbox"/> New Suit	
<b>OTHER CONV CALLS:</b> New Minor Forcing <input type="checkbox"/> 2-Way NMF <input checked="" type="checkbox"/> Splimit jumps Weak jump shifts: In Comp. <input type="checkbox"/> Not In Comp. <input checked="" type="checkbox"/> Rolling xfters /2N jump/ovcal 4th Suit Forcing: 1 Round <input type="checkbox"/> To Game <input type="checkbox"/> XYZ NMF by ph, xfer over 1L X 1C-1D-1H-1S is 4+C 5-7 HCP FSJ by PH/ aft X/ in Comp, Ingberman Unu vs Unu, Spiral (2M+1) 3344. Suction vs strong 1C, Snapdragon			

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