

<p>SPECIAL DOUBLES After Overcall: Penalty <input type="checkbox"/> Negative <input checked="" type="checkbox"/> thru 4s+ Responsive: <input checked="" type="checkbox"/> thru 4s+ Maximal <input checked="" type="checkbox"/> Support: Dbl <input checked="" type="checkbox"/> thru 2H Rdbl <input checked="" type="checkbox"/> Card-showing <input checked="" type="checkbox"/> Min. Offshape T/O <input type="checkbox"/></p>		<p>NOTRUMP OVERCALLS Direct: 15 to 18 Systems on <input checked="" type="checkbox"/> Conv. _____ Balance: 11 to 16 Jump to 2NT: Minors <input type="checkbox"/> 2 Lowest <input checked="" type="checkbox"/> Conv. _____</p>		<p>NAMES J. Onstott-J. Krekorian</p>	
<p>SIMPLE OVERCALL 1-level 6 to UP HCP (usually) Often 4 cards <input type="checkbox"/> Very light style <input type="checkbox"/> Responses New Suit: Forcing <input checked="" type="checkbox"/> NF Const <input type="checkbox"/> NF <input type="checkbox"/> Jump Raise: Forcing <input type="checkbox"/> Inv. <input type="checkbox"/> Weak <input checked="" type="checkbox"/> Jumpcue=mixed, NS F BUPH</p>		<p>DEFENSE VS NOTRUMP vs: Strong/Weak _____ 2♠ 1-suiter _____ 2♣ Majors _____ 2♥ H+m _____ 2♠ S+m _____ Dbl PENALTYish _____ Other: 2nt=minors _____</p>		<p>GENERAL APPROACH Strong NT, 5-card Majors, 2/1 FG, 4-4-3-2 opens 1club 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"/></p>	
<p>JUMP OVERCALL Strong <input type="checkbox"/> Intermediate <input type="checkbox"/> Weak <input checked="" type="checkbox"/></p>		<p>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 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: 2c=good raise over 1M-X _____</p>		<p>NOTRUMP OPENING BIDS 1NT _____ 3♣ INV _____ 14+ to 17 _____ 3♦ INV _____ _____ to _____ 3♥ 1-3-(5-4) _____ 5-Card Major Common <input checked="" type="checkbox"/> 3♠ 3-1-(5-4) _____ System On Over X/2c _____ 2H=relay/Hs or FGms _____ 2♠ Stayman <input checked="" type="checkbox"/> Puppet <input type="checkbox"/> or Ms INV or Ms FG _____ 2♦ Transfer to ♥ <input checked="" type="checkbox"/> 4♦, 4♥ Transfer <input checked="" type="checkbox"/> Forcing Stayman <input type="checkbox"/> Smolen <input checked="" type="checkbox"/> 2♥ Transfer to ♠ <input checked="" type="checkbox"/> Lebensohl <input checked="" type="checkbox"/> (fast denies) _____ 2♠ mss or ds _____ Negative Double <input checked="" type="checkbox"/> _____ 2NT 441 or cs _____</p>	
<p>OPENING PREEMPTS Sound Light Very Light 3/4-bids <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> Conv./Resp. _____</p>		<p>VS OPENING PREEMPT DOUBLE IS Takeout <input checked="" type="checkbox"/> thru _____ Penalty <input type="checkbox"/> Conv. Takeout: _____ Lebensohl 2NT Response <input checked="" type="checkbox"/> Other: _____</p>		<p>MAJOR OPENING 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>DIRECT CUEBID 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"/></p>		<p>MINOR OPENING Expected Min. Length 4 3 NF 0-2 Conv. 1♣ <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> 1♦ <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/></p>		<p>RESPONSES Double Raise: Force <input type="checkbox"/> Inv. <input checked="" type="checkbox"/> Weak <input 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 checked="" type="checkbox"/> Splinter <input checked="" type="checkbox"/> Other: Sp resp. Jacoby/3nt=good 1-4 _____ 1NT: Forcing <input checked="" type="checkbox"/> Semi-forcing <input type="checkbox"/> 2NT: Forcing <input type="checkbox"/> Inv. <input type="checkbox"/> to _____ 3NT: _____ to _____ Drury <input checked="" type="checkbox"/>: Reverse <input checked="" type="checkbox"/> 2-Way <input type="checkbox"/> Fit <input type="checkbox"/> Other: 1M-1nt-2nt-TRF _____</p>	
<p>SLAM CONVENTIONS Gerber <input checked="" type="checkbox"/> 4NT: Blackwood <input type="checkbox"/> RKC <input type="checkbox"/> 1430 <input checked="" type="checkbox"/> Gerber=1-4,0-3,2min,2max/5nt usually pick a slam unless obv. GSF Voidwood/Sp Resp minorwood and 1/agree at 4 level vs. Interference: DOPI <input checked="" type="checkbox"/> DEPO <input checked="" type="checkbox"/> Level: 5 level our suit/no Q ROPI <input type="checkbox"/></p>					
<p>LEADS (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</p>		<p>DEFENSIVE CARDING Standard: <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> Except <input type="checkbox"/> Lots of SP _____ 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 checked="" type="checkbox"/> Foster Echo <input type="checkbox"/> <input type="checkbox"/></p>			
<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"/> Attitude vs NT <input type="checkbox"/></p>		<p>DESCRIBE 2♠ _____ to _____ HCP Strong <input checked="" type="checkbox"/> Other <input type="checkbox"/> 2♦ Response: Neg <input type="checkbox"/> Waiting <input checked="" type="checkbox"/> 2♣ 5 _____ to 11 HCP Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/> 2♥ 5 _____ to 11 HCP Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/> 2♠ 5 _____ to 11 HCP Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/></p>			
<p>Primary signal to partner's leads Attitude <input checked="" type="checkbox"/> Count <input checked="" type="checkbox"/> Suit Preference <input checked="" type="checkbox"/></p>		<p>RESPONSES/REBIDS Kokish _____ SpRp. 3c/3d/3M LD/X, XX 2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/> Mod Ogust LD/X XX run 2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/> Mod Ogust LD/X XX run 2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/></p>			
<p>OTHER CONV CALLS: New Minor Forcing <input type="checkbox"/> 2-Way NMF <input checked="" type="checkbox"/> 3c=SO Weak jump shifts: In Comp. <input checked="" type="checkbox"/> Not In Comp. <input type="checkbox"/> JUMPfits BPH/1m-1nt-CAPP</p>					