

<p><b>SPECIAL DOUBLES</b></p> <p>After Overcall: Penalty <input type="checkbox"/> _____</p> <p>Negative <input checked="" type="checkbox"/> thru 3s _____</p> <p>Responsive: <input checked="" type="checkbox"/> thru 3s _____ Maximal <input checked="" type="checkbox"/></p> <p>Support: Dbl <input checked="" type="checkbox"/> thru 3s _____ Rdbl <input checked="" type="checkbox"/></p> <p>Card-showing <input checked="" type="checkbox"/> Min. Offshape T/O <input type="checkbox"/></p>	<p><b>NOTRUMP OVERCALLS</b></p> <p>Direct: 15 to 18 Systems on <input checked="" type="checkbox"/></p> <p>Conv. _____</p> <p>Balance: 15 to 18 _____</p> <p>Jump to 2NT: Minors <input type="checkbox"/> 2 Lowest <input checked="" type="checkbox"/></p> <p>Conv. _____</p>	<p><b>NAMES</b></p> <p style="text-align: center;"><b>GENERAL APPROACH</b></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>																													
<p><b>SIMPLE OVERCALL</b></p> <p>1-level 8 to 16 HCP (usually)</p> <p>Often 4 cards <input type="checkbox"/> Very light style <input type="checkbox"/></p> <p><b>Responses</b></p> <p>New Suit: Forcing <input type="checkbox"/> NFConst <input checked="" 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><b>DEFENSE VS NOTRUMP</b></p> <p>vs: strong NT _____ weak NT _____</p> <p>2♠ ♠ and higher _____ 6+ suit, 11-14 _____</p> <p>2♦ ♦ and higher _____ 5-4 or 4-5 M _____</p> <p>2♥ ♥ and higher _____ 5-5 ♥ and m _____</p> <p>2♣ ♣ and higher _____ 5-5 ♣ and m _____</p> <p>Dbl 6+ card suit _____ penalty 15+HCP _____</p> <p>Other: _____</p>	<p><b>NOTRUMP OPENING BIDS</b></p> <p>1NT _____ 3♠ puppet _____ 2NT 20 to 21 _____</p> <p>15 to 17 _____ 3♣ _____ Puppet Stayman <input type="checkbox"/></p> <p>_____ to _____ 3♥ _____ Transfer Responses: _____</p> <p>5-Card Major Common <input type="checkbox"/> 3♠ _____ Jacoby <input checked="" type="checkbox"/> Texas <input checked="" type="checkbox"/></p> <p>System On Over _____ 3♠ _____</p> <p>2♣ Stayman <input checked="" type="checkbox"/> Puppet <input type="checkbox"/> 3NT _____ to _____</p> <p>2♦ Transfer to ♥ <input checked="" type="checkbox"/> 4♥ Transfer <input checked="" type="checkbox"/> Smolen <input checked="" type="checkbox"/> gambling _____</p> <p>2♥ Forcing Stayman <input type="checkbox"/> 2♠ Transfer to ♠ <input checked="" type="checkbox"/> Lebensohl ( _____ denies) _____ Conventional NT Openings _____</p> <p>2♣ Transfer to c _____ Negative Double <input type="checkbox"/> _____ 2NT Transfer to d _____</p>																													
<p><b>JUMP OVERCALL</b></p> <p>Strong <input type="checkbox"/> Intermediate <input type="checkbox"/> Weak <input checked="" type="checkbox"/></p>	<p><b>OVER OPP'S T/O DOUBLE</b></p> <p>New Suit Forcing: 1-level <input checked="" type="checkbox"/> 2-level <input checked="" type="checkbox"/></p> <p>Redouble implies no fit <input checked="" type="checkbox"/></p> <p>2NT Over _____ Limit + _____ Limit _____ Weak _____</p> <p>Majors <input type="checkbox"/> _____</p> <p>Minors <input type="checkbox"/> _____</p> <p>Other: _____</p>	<p><b>MAJOR OPENING</b></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><b>RESPONSES</b></p> <p>Double Raise: Force <input type="checkbox"/> Inv. <input checked="" type="checkbox"/> Weak <input type="checkbox"/></p> <p>After Overcall: Force <input checked="" type="checkbox"/> Inv. <input type="checkbox"/> Weak <input type="checkbox"/></p> <p>Conv. Raise: 2NT <input checked="" type="checkbox"/> 3NT <input type="checkbox"/> Splinter <input checked="" type="checkbox"/></p> <p>Other: _____</p> <p>1NT: Forcing <input type="checkbox"/> Semi-forcing <input checked="" type="checkbox"/></p> <p>2NT: Forcing <input checked="" type="checkbox"/> Inv. <input type="checkbox"/> to _____</p> <p>3NT: 12 to 15 _____</p> <p>Drury <input type="checkbox"/> : Reverse <input type="checkbox"/> 2-Way <input type="checkbox"/> Fit <input type="checkbox"/></p> <p>Other: _____</p>																													
<p><b>OPENING PREEMPTS</b></p> <p>Sound _____ Light <input checked="" type="checkbox"/> Very Light _____</p> <p>3/4-bids _____</p> <p>Conv./Resp. _____</p>	<p><b>VS OPENING PREEMPT DOUBLE IS</b></p> <p>Takeout <input checked="" type="checkbox"/> thru _____ Penalty <input type="checkbox"/></p> <p>Conv. Takeout: _____</p> <p>Lebensohl 2NT Response <input type="checkbox"/></p> <p>Other: _____</p>	<p><b>MINOR OPENING</b></p> <p>Expected Min. Length 4 3 NF 0-2 Conv.</p> <p>1♣ <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/></p> <p>1♦ <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/></p> <p><b>RESPONSES</b></p> <p>Double Raise: Force <input type="checkbox"/> Inv. <input type="checkbox"/> Weak <input checked="" type="checkbox"/></p> <p>After Overcall: Force <input checked="" type="checkbox"/> Inv. <input type="checkbox"/> Weak <input type="checkbox"/></p> <p>Forcing Raise: J/S in other minor <input type="checkbox"/></p> <p>Single raise <input checked="" type="checkbox"/> Other: _____</p> <p>Frequently bypass 4+ <input type="checkbox"/></p> <p>1NT/1♠: 6 to 9 _____</p> <p>2NT: Forcing <input type="checkbox"/> Inv. <input checked="" type="checkbox"/> 10 to 12 _____</p> <p>3NT: 13 to 15 _____</p> <p>Other: _____</p>																													
<p><b>DIRECT CUEBID</b></p> <p>Over: Minor _____ Major _____</p> <p>Natural <input type="checkbox"/></p> <p>Strong T/O <input type="checkbox"/></p> <p>Michaels <input checked="" type="checkbox"/></p>	<p><b>SLAM CONVENTIONS</b> Gerber <input type="checkbox"/> 4NT: Blackwood <input type="checkbox"/> RKC <input checked="" type="checkbox"/> 1430 <input checked="" type="checkbox"/></p> <p>1430 Gerber _____</p> <p>vs. Interference: DOPI <input checked="" type="checkbox"/> DEPO <input type="checkbox"/> Level: _____ ROPI <input checked="" type="checkbox"/></p>	<p><b>DESCRIBE</b></p> <p>2♠ 22 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♠ 5 to 10 HCP _____</p> <p>Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/> ogust _____</p> <p>2♥ 5 to 10 HCP _____</p> <p>Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/> ogust _____</p> <p>2♠ 5 to 10 HCP _____</p> <p>Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/> ogust _____</p> <p><b>OTHER CONV CALLS:</b> New Minor Forcing <input type="checkbox"/> 2-Way NMF <input type="checkbox"/></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 _____</p>																													
<p><b>LEADS</b> (click card led, if not in bold)</p> <p>versus Suits                      versus Notrump</p> <table style="width:100%; border-collapse: collapse;"> <tr> <td style="width:25%;">x x</td><td style="width:25%;">x x x x</td><td style="width:25%;">x x</td><td style="width:25%;">x x x x</td></tr> <tr> <td>x x x</td><td>x x x x x</td><td>x x x</td><td>x x x x x</td></tr> <tr> <td>A K x</td><td>10 9 x</td><td>A K J x</td><td>A Q J x</td></tr> <tr> <td>K Q x</td><td>K J 10 x</td><td>A J 10 9</td><td>A 10 9 8</td></tr> <tr> <td>Q J x</td><td>K 10 9 x</td><td>K Q J x</td><td>K Q 10 9</td></tr> <tr> <td>J 10 x</td><td>Q 10 9 x</td><td>Q J 10 x</td><td>Q 10 9 8</td></tr> <tr> <td>K Q 10 9</td><td></td><td>J 10 9 x</td><td>10 9 8 x</td></tr> </table> <p><b>Length Leads:</b></p> <p>4th Best vs Suits <input type="checkbox"/> vs NT <input checked="" type="checkbox"/></p> <p>3rd/5th Best vs Suits <input type="checkbox"/> vs NT <input type="checkbox"/></p> <p>Attitude vs NT <input type="checkbox"/></p> <p><b>Primary signal to partner's leads</b></p> <p>Attitude <input checked="" type="checkbox"/> Count <input type="checkbox"/> Suit Preference <input type="checkbox"/></p>	x x	x x x x	x x	x x x x	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><b>DEFENSIVE CARDING</b></p> <p>Standard: <input type="checkbox"/> _____</p> <p>Except <input type="checkbox"/> _____</p> <p>Upside-Down Count <input type="checkbox"/></p> <p>Upside-Down Attitude <input checked="" type="checkbox"/></p> <p><b>FIRST DISCARD</b></p> <p>Lavinthal <input type="checkbox"/></p> <p>Odd/Even <input type="checkbox"/></p> <p><b>OTHER CARDING</b></p> <p>Smith Echo <input type="checkbox"/></p> <p>Trump Suit Pref. <input type="checkbox"/></p> <p>Foster Echo <input type="checkbox"/></p>	<p><b>RESPONSES/REBIDS</b></p> <p>2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/></p> <p>2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/></p> <p>2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/></p>	
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<p><b>SPECIAL CARDING <input type="checkbox"/> PLEASE ASK</b></p>																															

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