

SPECIAL DOUBLES After Overcall: Penalty <input type="checkbox"/> Negative <input checked="" type="checkbox"/> thru _____ Responsive: <input checked="" type="checkbox"/> thru _____ Maximal <input checked="" type="checkbox"/> Support: Dbl <input checked="" type="checkbox"/> thru _____ Rdbl <input checked="" type="checkbox"/> Card-showing <input type="checkbox"/> Min. Offshape T/O <input type="checkbox"/>	NOTRUMP OVERCALLS Direct: 15 to 18 Systems on <input checked="" type="checkbox"/> Conv. _____ Balance: 11 to 14 Jump to 2NT: Minors <input type="checkbox"/> 2 Lowest <input checked="" type="checkbox"/> Conv. _____																													
SIMPLE OVERCALL 1-level 8 to 16 HCP (usually) Often 4 cards <input 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 checked="" type="checkbox"/> Weak <input type="checkbox"/>	DEFENSE VS NOTRUMP vs: strong _____ weak _____ 2♠ 5-4+ MM _____ 2♦ one 5+ M _____ 2♥ 5 H + 4 m _____ 2♣ 5 S + 4 m _____ Dbl 5 m + 4 M _____ penalty _____ Other: 2NT 5-5 mm _____																													
JUMP OVERCALL Strong <input type="checkbox"/> Intermediate <input type="checkbox"/> Weak <input checked="" type="checkbox"/>	OVER OPP'S T/O DOUBLE New Suit Forcing: 1-level <input checked="" type="checkbox"/> 2-level <input checked="" type="checkbox"/> Redouble implies no fit <input checked="" type="checkbox"/> 2NT Over Limit + Limit Weak Majors <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Minors <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Other: _____																													
OPENING PREEMPTS Sound Light Very Light 3/4-bids <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Conv./Resp. _____	VS OPENING PREEMPT DOUBLE IS Takeout <input checked="" type="checkbox"/> thru _____ Penalty <input type="checkbox"/> Conv. Takeout: _____ Lebensohl 2NT Response <input type="checkbox"/> Other: _____																													
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"/>	SLAM CONVENTIONS Gerber <input type="checkbox"/> 4NT: Blackwood <input type="checkbox"/> RKC <input type="checkbox"/> 1430 <input checked="" type="checkbox"/>																													
vs. Interference: DOPI <input type="checkbox"/> DEPO <input checked="" type="checkbox"/> Level: _____ ROPI <input type="checkbox"/>	LEADS (click card led, if not in bold) versus Suits versus Notrump <table border="0"> <tr> <td>x x</td><td>x x x</td><td>x x</td><td>x x x x</td></tr> <tr> <td>x x x</td><td>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>J 10 9 x</td><td>J 10 9 x</td><td>10 9 8 x</td></tr> </table> 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 checked="" type="checkbox"/>	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	J 10 9 x	10 9 8 x	DEFENSIVE CARDING vs Suits vs NT Standard: <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> Except <input type="checkbox"/> Upside-Down Count <input checked="" type="checkbox"/> <input checked="" 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"/> attitude <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> OTHER CARDING 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"/>
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	J 10 9 x	10 9 8 x																											
SPECIAL CARDING <input type="checkbox"/> PLEASE ASK																														

NAMES Keith Lin, Kyle Lin	GENERAL APPROACH 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 checked="" type="checkbox"/> FORCING OPENING: 1♣ <input type="checkbox"/> 2♣ <input checked="" type="checkbox"/> Natural 2 Bids <input type="checkbox"/> Other <input type="checkbox"/>
NOTRUMP OPENING BIDS 1NT _____ 14 to 16 _____ to _____ 5-Card Major Common <input checked="" type="checkbox"/> System On Over _____ 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♠ club transfer _____ 2NT diamond transfer _____	3♣ puppet _____ 3♦ 5-5 major _____ 3♥ 3-1-9 minor _____ 3♠ 1-3-9 minor _____ 2NT 20 to 21 _____ Puppet Stayman <input checked="" type="checkbox"/> Transfer Responses: Jacoby <input checked="" type="checkbox"/> Texas <input checked="" type="checkbox"/> 3♠ slam interest _____ forces 3nt _____ 3NT 10 to 14 _____ gambling 3nt _____ Conventional NT Openings
MAJOR OPENING Expected Min. Length 4 5 1st/2nd <input type="checkbox"/> <input checked="" type="checkbox"/> 3rd/4th <input type="checkbox"/> <input checked="" type="checkbox"/>	MINOR OPENING Expected Min. Length 4 3 NF 0-2 Conv. 1♣ <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 1♦ <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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 type="checkbox"/> Splinter <input checked="" type="checkbox"/> Other: _____ 1NT: Forcing <input checked="" type="checkbox"/> Semi-forcing <input type="checkbox"/> 2NT: Forcing <input checked="" type="checkbox"/> Inv. <input type="checkbox"/> 13 to+ _____ 3NT: 13 to 15 _____ Drury <input checked="" type="checkbox"/> : Reverse <input type="checkbox"/> 2-Way <input type="checkbox"/> Fit <input type="checkbox"/> Other: _____	RESPONSES 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 type="checkbox"/> Other: _____ Frequently bypass 4+♦ <input type="checkbox"/> 1NT/1♣: 6 to 9 _____ 2NT: Forcing <input type="checkbox"/> Inv. <input checked="" type="checkbox"/> 10 to 12 _____ 3NT: 13 to 15 _____ Other: _____
DESCRIBE 2♣ 22+ 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 10 HCP Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/> 2♥ 5 to 10 HCP Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/> 2♣ 5 to 10 HCP Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/>	RESPONSES/REBIDS 2H 0-2 _____ 2S 5+ H 8+ pts KQ+ _____ 2N 5+ S 8+ pts KQ+ _____ ogust _____ 2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/> ogust _____ 2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/> ogust _____ 2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/>
OTHER CONV CALLS: New Minor Forcing <input type="checkbox"/> 2-Way NMF <input checked="" type="checkbox"/> Weak jump shifts: In Comp. <input type="checkbox"/> Not In Comp. <input type="checkbox"/> 4th Suit Forcing: 1 Round <input type="checkbox"/> To Game <input checked="" type="checkbox"/>	

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