

<p>SPECIAL DOUBLES</p> <p>After Overcall: <u>Penalty</u> <input type="checkbox"/></p> <p>Negative <input checked="" type="checkbox"/> thru <u>everything</u></p> <p>Responsive: <input checked="" type="checkbox"/> thru <u>3spades</u> Maximal <input checked="" type="checkbox"/></p> <p>Support: Dbl <input checked="" type="checkbox"/> thru <u>3 level</u> Rdbl <input checked="" type="checkbox"/></p> <p>Card-showing <input checked="" type="checkbox"/> Min. Offshape T/O <input checked="" type="checkbox"/></p> <p>Snapdragon <input checked="" type="checkbox"/></p>	<p>NOTRUMP OVERCALLS</p> <p>Direct: <u>14+</u> to <u>18</u> Systems on <input checked="" type="checkbox"/></p> <p>Conv. _____</p> <p>Balance: <u>11</u> to <u>16</u></p> <p>Jump to 2NT: Minors <input type="checkbox"/> 2 Lowest <input checked="" type="checkbox"/></p> <p>Conv. Range <u>Stayman</u></p>	<p>NAMES <u>Passell/Omsgard</u></p> <p>GENERAL APPROACH</p> <p><u>2/1</u></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 checked="" type="checkbox"/> Overcalls <input checked="" type="checkbox"/> Preempts <input type="checkbox"/></p> <p>FORCING OPENING: <u>1♣</u> <input checked="" type="checkbox"/> <u>2♠</u> <input checked="" type="checkbox"/> <u>Natural 2 Bids</u> <input type="checkbox"/> Other <input type="checkbox"/></p>																												
<p>SIMPLE OVERCALL</p> <p>1-level <u>7</u> to <u>18</u> HCP (usually)</p> <p>Often 4 cards <input type="checkbox"/> Very light style <input checked="" type="checkbox"/></p> <p>Responses</p> <p>New Suit: Forcing <input type="checkbox"/> NF Const <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>Trf over 1M-X: _____</p>	<p>DEFENSE VS NOTRUMP</p> <p>vs: <u>Strong</u> <u>Weak</u></p> <p><u>2♣ Plus maj</u> <u>Majors</u></p> <p><u>2♦ Plus major</u> <u>Hearts</u></p> <p><u>2♥ Nat</u> <u>Spades</u></p> <p><u>2♠ Nat</u> <u>4 plus minor</u></p> <p>Dbl <u>1 minor or bot</u> <u>Pen</u></p> <p>Other: <u>Weak 2 nt 4 h plus minor</u></p>	<p>NOTRUMP OPENING BIDS</p> <p><u>1NT</u></p> <p><u>14+ to 17</u></p> <p><u>to</u> _____</p> <p>5-Card Major Common <input type="checkbox"/></p> <p>System On Over <u>2cl & Dbl</u></p> <p><u>2♣ Stayman</u> <input checked="" type="checkbox"/> <u>Puppet</u> <input type="checkbox"/></p> <p><u>2♦ Transfer to ♥</u> <input checked="" type="checkbox"/></p> <p><u>Forcing Stayman</u> <input type="checkbox"/></p> <p><u>2♥ Transfer to ♠</u> <input checked="" type="checkbox"/></p> <p><u>2♠ Range or clubs</u> _____</p> <p><u>2NT Dia or weak mins</u> _____</p>																												
<p>JUMP OVERCALL</p> <p><u>Strong</u> <input type="checkbox"/> <u>Intermediate</u> <input type="checkbox"/> <u>Weak</u> <input checked="" type="checkbox"/></p>	<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 <u>Limit +</u> <u>Limit</u> <u>Weak</u></p> <p><u>Majors</u> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/></p> <p><u>Minors</u> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/></p> <p>Other: <u>1M-X transfers</u></p>	<p>MAJOR OPENING</p> <p>Expected Min. Length <u>4</u> <u>5</u></p> <p>1st/2nd <input type="checkbox"/> <input checked="" type="checkbox"/></p> <p>3rd/4th <input checked="" type="checkbox"/> <input checked="" type="checkbox"/></p> <p>RESPONSES</p> <p>Double Raise: Force <input type="checkbox"/> Inv. <input type="checkbox"/> <u>Weak</u> <input type="checkbox"/></p> <p>After Overcall: Force <input type="checkbox"/> Inv. <input type="checkbox"/> <u>Weak</u> <input checked="" type="checkbox"/></p> <p>Conv. Raise: <u>2NT</u> <input checked="" type="checkbox"/> <u>3NT</u> <input checked="" type="checkbox"/> <u>Splinter</u> <input checked="" type="checkbox"/></p> <p>Other: <u>3M=mix, 3C/D=lim w/ 3/4</u></p> <p><u>1NT: Forcing</u> <input type="checkbox"/> <u>Semi-forcing</u> <input checked="" type="checkbox"/></p> <p><u>2NT: Forcing</u> <input checked="" type="checkbox"/> Inv. <input type="checkbox"/> to _____</p> <p><u>3NT: to</u> _____</p> <p><u>Drury</u> <input type="checkbox"/> : <u>Reverse</u> <input checked="" type="checkbox"/> <u>2-Way</u> <input type="checkbox"/> <u>Fit</u> <input type="checkbox"/></p> <p>Other: <u>1M-3M+1 = spl; 1H-2S=cl inv</u></p>																												
<p>OPENING PREEMPTS</p> <p>Sound <input checked="" type="checkbox"/> Light <input checked="" type="checkbox"/> Very Light <input type="checkbox"/></p> <p>3/4-bids <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/></p> <p>Conv./Resp. <u>Vulnerability</u></p>	<p>VS OPENING PREEMPT DOUBLE IS</p> <p>Takeout <input checked="" type="checkbox"/> thru _____ <u>Penalty</u> <input type="checkbox"/></p> <p>Conv. Takeout: _____</p> <p><u>Lebensohl 2NT Response</u> <input checked="" type="checkbox"/></p> <p>Other: _____</p>	<p>MINOR OPENING</p> <p>Expected Min. Length <u>4</u> <u>3</u> <u>NF</u> <u>0-2</u> <u>Conv.</u></p> <p><u>1♣</u> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/></p> <p><u>1♦</u> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/></p> <p>RESPONSES</p> <p>Double Raise: Force <input type="checkbox"/> Inv. <input checked="" type="checkbox"/> <u>Weak</u> <input checked="" type="checkbox"/></p> <p>After Overcall: Force <input type="checkbox"/> Inv. <input type="checkbox"/> <u>Weak</u> <input checked="" type="checkbox"/></p> <p>Forcing Raise: <u>J/S in other minor</u> <input type="checkbox"/></p> <p><u>Single raise</u> <input checked="" type="checkbox"/> Other: _____</p> <p>Frequently bypass 4+♦ <input checked="" type="checkbox"/></p> <p><u>1NT/1♣: 7 to 10</u></p> <p><u>2NT: Forcing</u> <input checked="" type="checkbox"/> Inv. <input type="checkbox"/> <u>13 to 15</u></p> <p><u>3NT: 15 to 17</u></p> <p>Other: <u>2H = bal raise; 2S = LR</u></p>																												
<p>DIRECT CUEBID</p> <p>Over: Minor Major</p> <p><u>Natural</u> <input checked="" type="checkbox"/> <input type="checkbox"/></p> <p><u>Strong T/O</u> <input type="checkbox"/> <input type="checkbox"/></p> <p><u>Michaels</u> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/></p> <p><u>1cl 2clnat</u></p>	<p>SLAM CONVENTIONS Gerber <input checked="" type="checkbox"/> 4NT: Blackwood <input type="checkbox"/> RKC <input checked="" type="checkbox"/> 1430 <input type="checkbox"/></p> <p><u>Kickback, minorwood, exclusion, poor man's KC; If 2/1 bidder jump to 4-level in his suit this is KC</u></p> <p>vs. Interference: DOPI <input checked="" type="checkbox"/> DEPO <input checked="" type="checkbox"/> Level: _____ ROPI <input type="checkbox"/></p>	<p>DESCRIBE</p> <p><u>2♣</u> _____ to _____ HCP <u>Strong</u></p> <p><u>Strong</u> <input checked="" type="checkbox"/> <u>Other</u> <input type="checkbox"/></p> <p><u>2♦ Response: Neg</u> <input type="checkbox"/> <u>Waiting</u> <input checked="" type="checkbox"/></p> <p><u>2♦ 4 to 10 HCP</u></p> <p>Natural: <u>Weak</u> <input checked="" type="checkbox"/> <u>Intermediate</u> <input type="checkbox"/> <u>Strong</u> <input type="checkbox"/> <u>Conv</u> <input type="checkbox"/></p> <p><u>2♥ 4 to 10 HCP</u></p> <p>Natural: <u>Weak</u> <input checked="" type="checkbox"/> <u>Intermediate</u> <input type="checkbox"/> <u>Strong</u> <input type="checkbox"/> <u>Conv</u> <input type="checkbox"/></p> <p><u>2♠ 4 to 10 HCP</u></p> <p>Natural: <u>Weak</u> <input checked="" type="checkbox"/> <u>Intermediate</u> <input type="checkbox"/> <u>Strong</u> <input type="checkbox"/> <u>Conv</u> <input type="checkbox"/></p>																												
<p>LEADS (click card led, if not in bold)</p> <p>versus Suits</p> <table style="font-family: monospace; border-collapse: collapse;"> <tr><td>X x</td><td>x x x X</td></tr> <tr><td>x x x</td><td>x x x X x</td></tr> <tr><td>A K x</td><td>10 9 x</td></tr> <tr><td>K Q x</td><td>K J 10 X</td></tr> <tr><td>Q J x</td><td>K 10 9 x</td></tr> <tr><td>J 10 x</td><td>Q 10 9 x</td></tr> <tr><td>K Q 10 9</td><td></td></tr> </table> <p>versus Notrump</p> <table style="font-family: monospace; border-collapse: collapse;"> <tr><td>X x</td><td>x X x X</td></tr> <tr><td>x x x</td><td>x X x X x</td></tr> <tr><td>A K J x</td><td>A Q J X</td></tr> <tr><td>A J 10 9</td><td>A 10 9 8</td></tr> <tr><td>K Q J x</td><td>K Q 10 9 8</td></tr> <tr><td>Q J 10 x</td><td>Q 10 9 8</td></tr> <tr><td>J 10 9 x</td><td>10 9 8 x</td></tr> </table> <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>K=power, A/Q=att</p>	X x	x x x X	x x x	x x x X x	A K x	10 9 x	K Q x	K J 10 X	Q J x	K 10 9 x	J 10 x	Q 10 9 x	K Q 10 9		X x	x X x X	x x x	x X x X x	A K J x	A Q J X	A J 10 9	A 10 9 8	K Q J x	K Q 10 9 8	Q J 10 x	Q 10 9 8	J 10 9 x	10 9 8 x	<p>DEFENSIVE CARDING</p> <p>Standard: <input type="checkbox"/> <input type="checkbox"/></p> <p>Except <input type="checkbox"/></p> <p>Rev Smith <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>OTHER CARDING</p> <p>Smith Echo <input type="checkbox"/> <input checked="" type="checkbox"/></p> <p>Trump Suit Pref. <input type="checkbox"/></p> <p>Foster Echo <input type="checkbox"/> <input type="checkbox"/></p>	<p>RESPONSES/REBIDS</p> <p><u>2H = double neg</u></p> <p><u>Dbl shows values</u></p> <p><u>2NT Force</u> <input checked="" type="checkbox"/> <u>New Suit NF</u> <input checked="" type="checkbox"/></p> <p><u>2NT Force</u> <input checked="" type="checkbox"/> <u>New Suit NF</u> <input checked="" type="checkbox"/></p> <p><u>2NT Force</u> <input checked="" type="checkbox"/> <u>New Suit NF</u> <input checked="" type="checkbox"/></p>
X x	x x x X																													
x x x	x x x X x																													
A K x	10 9 x																													
K Q x	K J 10 X																													
Q J x	K 10 9 x																													
J 10 x	Q 10 9 x																													
K Q 10 9																														
X x	x X x X																													
x x x	x X x X x																													
A K J x	A Q J X																													
A J 10 9	A 10 9 8																													
K Q J x	K Q 10 9 8																													
Q J 10 x	Q 10 9 8																													
J 10 9 x	10 9 8 x																													
<p>SPECIAL CARDING <input type="checkbox"/> PLEASE ASK</p>			<p>OTHER CONV CALLS: <u>New Minor Forcing</u> <input type="checkbox"/> <u>2-Way NMF</u> <input checked="" type="checkbox"/> <u>2 clubs by ph</u></p> <p><u>Weak jump shifts: In Comp.</u> <input checked="" type="checkbox"/> <u>Not In Comp.</u> <input type="checkbox"/> <u>Weak 2 at 3 level</u></p> <p><u>4th Suit Forcing: 1 Round</u> <input type="checkbox"/> <u>To Game</u> <input checked="" type="checkbox"/></p> <p><u>Wolff unusual over unusual</u> ; <u>trf McCabe over 2M-X; Mathe vs str c</u></p> <p><u>transfers over 2N rebids; Spiral</u></p>																											

Software by Bridge Base Online, LLC. - www.bridgebase.com