

<p><b>SPECIAL DOUBLES</b>          After Overcall: Penalty <input type="checkbox"/>          Negative <input checked="" type="checkbox"/> thru _____          Responsive: <input checked="" type="checkbox"/> thru 4S Maximal <input 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 checked="" type="checkbox"/></p>	<p><b>NOTRUMP OVERCALLS</b>          Direct: 15 to 18 Systems on <input checked="" type="checkbox"/>          Conv. _____          Balance: _____ to _____          Jump to 2NT: Minors <input type="checkbox"/> 2 Lowest <input checked="" type="checkbox"/>          Conv. _____</p>	<p><b>NAMES</b></p> <p style="text-align: center;"><b>GENERAL APPROACH</b></p> <p>Two Over One: Game Forcing <input checked="" type="checkbox"/> Game Forcing Except When Suit Rebid <input type="checkbox"/>          VERY LIGHT: Openings <input checked="" 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><b>SIMPLE OVERCALL</b>          1-level 8+ to _____ 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"/>          Jump Q = mixed; Trans 1M (Dbl)</p>	<p><b>DEFENSE VS NOTRUMP</b>          vs: all _____          2♣ majors _____          2♦ and major _____          2♥ natural _____          2♠ natural _____          Dbl Penalty _____          Other: _____</p>	<p><b>NOTRUMP OPENING BIDS</b></p> <table style="width:100%;"> <tr> <td>1NT _____</td> <td>3♣ minors _____</td> <td>2NT 20 _____</td> </tr> <tr> <td>14+ to 17 _____</td> <td>3♦ shortness in a min _____</td> <td>P _____</td> </tr> <tr> <td>_____ to _____</td> <td>3♥ short _____</td> <td>Tra _____</td> </tr> <tr> <td>5-Card Major Common <input checked="" type="checkbox"/></td> <td>3♠ short _____</td> <td>J _____</td> </tr> <tr> <td>System On Over/2C _____</td> <td></td> <td>3♠ minc _____</td> </tr> </table>	1NT _____	3♣ minors _____	2NT 20 _____	14+ to 17 _____	3♦ shortness in a min _____	P _____	_____ to _____	3♥ short _____	Tra _____	5-Card Major Common <input checked="" type="checkbox"/>	3♠ short _____	J _____	System On Over/2C _____		3♠ minc _____													
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<p><b>JUMP OVERCALL</b>          Strong <input type="checkbox"/> Intermediate <input type="checkbox"/> Weak <input checked="" type="checkbox"/></p>	<p><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 type="checkbox"/>          2NT Over Limit + Limit Weak          Majors <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>          Minors <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/>          Other: Transfer after 1M/2M (Dbl)</p>	<p><b>MAJOR OPENING</b>          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><b>OPENING PREEMPTS</b>          Sound Light Very Light          3/4-bids <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/>          Conv./Resp. _____</p>	<p><b>VS OPENING PREEMPT DOUBLE IS</b>          Takeout <input checked="" type="checkbox"/> thru _____ Penalty <input type="checkbox"/>          Conv. Takeout: _____          Lebensohl 2NT Response <input checked="" type="checkbox"/>          Other: _____</p>	<p><b>RESPONSES</b>          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: _____</p>																												
<p><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"/></p>	<p><b>SLAM CONVENTIONS</b> Gerber <input checked="" type="checkbox"/> 4NT: Blackwood <input type="checkbox"/> RKC <input type="checkbox"/> 1430 <input checked="" type="checkbox"/></p>	<p><b>MINOR C</b>          Expected Min. Length 4          1♣ <input type="checkbox"/>          1♦ <input type="checkbox"/></p>																												
<p>vs. Interference: DOPI <input type="checkbox"/> DEPO <input checked="" type="checkbox"/> Level: _____ ROPI <input type="checkbox"/></p>			<p><b>RESPC</b>          Double Raise: Force <input type="checkbox"/>          After Overcall: Force <input type="checkbox"/>          Forcing Raise: J/S in oth _____          Single raise <input checked="" type="checkbox"/> Other: _____          Frequently bypass 4+♦ <input checked="" type="checkbox"/>          1NT/1♠: 8 to 10 _____          2NT: Forcing <input type="checkbox"/> Inv. <input checked="" type="checkbox"/> 11 _____          3NT: 16 to 17 _____          Other: 1D-3C = nat inv. _____</p>																											
<p><b>LEADS</b> (click card led, if not in bold)          versus Suits versus Notrump</p> <table style="width:100%; font-size: small;"> <tr> <td>x x</td><td>x 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 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>          4th Best vs Suits <input checked="" type="checkbox"/> vs NT <input checked="" type="checkbox"/>          3rd/5th Best vs Suits <input type="checkbox"/> vs NT <input type="checkbox"/>          Attitude vs NT <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>          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"/>  <input type="checkbox"/> <input type="checkbox"/>  <b>OTHER CARDING</b>          Smith Echo <input type="checkbox"/> <input type="checkbox"/>          Trump Suit Pref. <input checked="" type="checkbox"/> <input type="checkbox"/>          Foster Echo <input type="checkbox"/> <input type="checkbox"/></p>	<p><b>DESCRIBE</b>          2♣ 22+ to _____ HCP game force or balanced          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"/> 2NT Forc          2♥ 5 to 11 HCP          Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/> 2NT Forc          2♠ 5 to 11 HCP          Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/> 2NT Forc</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>PRIMARY SIGNAL TO PARTNER'S LEADS</b>          Attitude <input checked="" type="checkbox"/> Count <input type="checkbox"/> Suit Preference <input type="checkbox"/></p>			<p><b>OTHER CONV CALLS:</b> New Minor Forcing <input type="checkbox"/> 2-Way NMF <input checked="" type="checkbox"/>          Weak jump shifts: In Comp. <input checked="" type="checkbox"/> Not In Comp. <input type="checkbox"/>          4th Suit Forcing: 1 Round <input type="checkbox"/> To Game <input checked="" type="checkbox"/>          Unusual vs Unusual Wolff Signoffs 1M (X) 3M-1=mixed</p>																											
<p><b>SPECIAL CARDING <input type="checkbox"/> PLEASE ASK</b></p>																														

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