

<b>SPECIAL DOUBLES</b> After Overcall: Penalty <input type="checkbox"/> Negative <input checked="" type="checkbox"/> thru 4H Responsive: <input checked="" type="checkbox"/> thru 3H Maximal <input type="checkbox"/> Support: Dbl <input checked="" type="checkbox"/> thru 2S Rdbl <input checked="" type="checkbox"/> Card-showing <input type="checkbox"/> Min. Offshape T/O <input checked="" type="checkbox"/>	<b>NOTRUMP OVERCALLS</b> 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.	<b>GENERAL APPROACH</b> 2/1 <b>Two Over One:</b> 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"/>																												
<b>SIMPLE OVERCALL</b> 1-level 6 to 18 HCP (usually) Often 4 cards <input type="checkbox"/> Very light style <input type="checkbox"/> <b>Responses</b> 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"/> Cuebid is 1-round force	<b>DEFENSE VS NOTRUMP</b> vs: Strong 14+ weak 2♦ H+S H+S 2♥ H or S H or S 2♥ H + m H + m 2♠ S + m S + m Dbl m5 + M4 penalty Other: 3C/3D: Natural; 2NT: Minors	<b>NOTRUMP OPENING BIDS</b> 1NT 14+ to 17 to 5-Card Major Common <input checked="" type="checkbox"/> System On OverX, 2C 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 type="checkbox"/> 2♠ range ask or C 2NTD or weak 5-5 m																												
<b>JUMP OVERCALL</b> Strong <input type="checkbox"/> Intermediate <input type="checkbox"/> Weak <input checked="" type="checkbox"/>	<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 checked="" 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:	3♠ puppets N2T 20 to 21 3♥ 5-5 minor Puppet Stayman <input checked="" type="checkbox"/> 3♥ 54 Minor, Short H Transfer Responses: 3♠ 54 Minors, Short S Jacoby <input checked="" type="checkbox"/> Texas <input checked="" type="checkbox"/> 4S minors slam int 3♥ relay to 3nt																												
<b>OPENING PREEMPTS</b> Sound Light Very Light 3/4-bids <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> Conv./Resp.	<b>VS OPENING PREEMPT DOUBLE IS</b> Takeout <input checked="" type="checkbox"/> thru 4H Penalty <input type="checkbox"/> Conv. Takeout: Lebensohl 2NT Response <input checked="" type="checkbox"/> Other: 2NT Overcall = 16-19 HCP	<b>MAJOR OPENING</b> Expected Min. Length 4 5 1st/2nd <input type="checkbox"/> <input checked="" type="checkbox"/> 3rd/4th <input type="checkbox"/> <input checked="" type="checkbox"/> <b>RESPONSES</b> 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"/> Conv. Raise: 2NT <input type="checkbox"/> 3NT <input type="checkbox"/> Splinter <input type="checkbox"/> Other: Jacoby 2NT 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 checked="" type="checkbox"/> 2-Way <input type="checkbox"/> Fit <input type="checkbox"/> Other: Rev Bergen																												
<b>DIRECT CUEBID</b> Over: Minor Major Natural <input type="checkbox"/> <input type="checkbox"/> Strong T/O <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> Michaels <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>	<b>SLAM CONVENTIONS</b> Gerber <input checked="" type="checkbox"/> 4NT: Blackwood <input type="checkbox"/> RKC <input checked="" type="checkbox"/> 1430 <input checked="" type="checkbox"/> Specific King(s) Keycard Gerber response: 04/1,2,3 after 1nt-4c vs. Interference: DOPI <input checked="" type="checkbox"/> DEPO <input type="checkbox"/> Level: 5 ROPI <input checked="" type="checkbox"/>	<b>MINOR OPENING</b> 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"/> <b>RESPONSES</b> 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 checked="" type="checkbox"/> Other: Inverted minors Frequently bypass 4+ <input checked="" type="checkbox"/> 1NT/1♠: 6 to 10 2NT: Forcing <input type="checkbox"/> Inv. <input checked="" type="checkbox"/> 11 to 12 3NT: 13 to 15 Other: Reverse Flannery																												
<b>LEADS</b> (click card led, if not in bold) versus Suits versus Notrump <table style="width:100%; font-size: small;"> <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>A K J x</td><td>A Q 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 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 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	A K J x	A Q 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 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	<b>DEFENSIVE CARDING</b> Standard: <input type="checkbox"/> vs Suits vs NT <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"/> <b>OTHER CARDING</b> 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"/>	<b>DESCRIBE</b> 2♦ 22+ to HCP Or 9+ tricks Strong <input checked="" type="checkbox"/> Other <input type="checkbox"/> 2♥ Response: Neg <input type="checkbox"/> Waiting <input checked="" type="checkbox"/> Denies good suit 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"/> <b>OTHER CONV CALLS:</b> New Minor Forcing <input checked="" type="checkbox"/> 2-Way NMF <input 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"/> XYZ
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	A K J x	A Q 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 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																											
<b>SPECIAL CARDING <input type="checkbox"/> PLEASE ASK</b>			<b>RESPONSES/REBIDS</b> 2NT Response Positive Kokish 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"/>																											