

DOUBLES	Negative <input checked="" type="checkbox"/> Thru <u>4H</u> Penalty <input type="checkbox"/> Responsive <input checked="" type="checkbox"/> Thru <u>4H</u> Maximal <input checked="" type="checkbox"/> Support <input type="checkbox"/> Thru _____ Rdbl <input type="checkbox"/> T/O Style <u>values or shape</u> Other _____	OVERVIEW	Names <u>Lorber-Gartaganis</u> General Approach <u>2/1 GF (except if suit rebid)</u> Min Expected HCP when Balanced: Opening <u>11</u> Responding <u>6</u> Forcing Open: <u>1♣</u> <input type="checkbox"/> <u>2♣</u> <input checked="" type="checkbox"/> Other _____ 1NT Open: Str <input type="checkbox"/> Wk <input type="checkbox"/> Variable <input checked="" type="checkbox"/> Bids That May Require Preparation _____
OVERCALLS	1-Lvl <u>7</u> to <u>17</u> Often 4 Cards <input checked="" type="checkbox"/> 2-Lvl <u>10</u> to <u>17</u> Jump Overcalls: Wk <input checked="" type="checkbox"/> Int <input type="checkbox"/> Str <input type="checkbox"/> Conv <input type="checkbox"/> <u>2NT over 2-level asks</u> Responses New Suit: F <input checked="" type="checkbox"/> NFConst <input type="checkbox"/> NF <input type="checkbox"/> Tfr <input checked="" type="checkbox"/> Jump Raise: Wk <input checked="" type="checkbox"/> Mixed <input type="checkbox"/> Inv <input type="checkbox"/> Cuebids _____ Support <input checked="" type="checkbox"/> Other <u>TFRs</u>	MINORS	1♣ Min Length: 5 <input type="checkbox"/> 4 <input type="checkbox"/> 3 <input type="checkbox"/> NF 2 <input checked="" type="checkbox"/> (4432 only <input checked="" type="checkbox"/>) NF 1 <input type="checkbox"/> NF 0 <input type="checkbox"/> Art F <input type="checkbox"/> Resp <u>suits natural 4+</u> Transfer Resp <input type="checkbox"/> 1♦ _____ Bypass 5+ <input checked="" type="checkbox"/> Raises Single: NF <input type="checkbox"/> Inv <input checked="" type="checkbox"/> GF <input type="checkbox"/> 1NT <u>6</u> to <u>9</u> Jump: Wk <input checked="" type="checkbox"/> Mixed <input type="checkbox"/> Inv <input type="checkbox"/> 2NT <u>9+</u> to <u>12</u> After Overcall: Wk <input checked="" type="checkbox"/> Mixed <input type="checkbox"/> Inv <input type="checkbox"/> 1♦ Min Length: 5 <input type="checkbox"/> 4 <input type="checkbox"/> 3 <input type="checkbox"/> Unbal <input type="checkbox"/> NF 2 <input type="checkbox"/> NF 1 <input type="checkbox"/> NF 0 <input type="checkbox"/> Art F <input type="checkbox"/> Resp <u>1H/S 3+ suit length</u> Same as over 1♣ <input type="checkbox"/> 1NT <u>6</u> to <u>9</u> Raises Single: NF <input type="checkbox"/> Inv <input checked="" type="checkbox"/> GF <input type="checkbox"/> 2NT <u>9+</u> to <u>12</u> Jump: Wk <input checked="" type="checkbox"/> Mixed <input type="checkbox"/> Inv <input type="checkbox"/> After Overcall: Wk <input type="checkbox"/> Mixed <input type="checkbox"/> Inv <input type="checkbox"/>
DIRECT CUEBIDS	Vs: Art Quasi Nat Nat ♣♦ ♣♦ ♣♦ ♣♦ Michaels <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> Natural <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Other <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Describe _____	MAJORS	1♥/♠ Art Raises: 2NT <input checked="" type="checkbox"/> 3NT <input type="checkbox"/> Splinter <input type="checkbox"/> Other <u>3C LR; 3D Mixed raise; 3S weak</u> Drury: 2♣ <input checked="" type="checkbox"/> 2♦ <input type="checkbox"/> In Comp <input type="checkbox"/> 1st/2nd Length: 4 <input type="checkbox"/> 5 <input checked="" type="checkbox"/> 3rd/4th Length: 4 <input checked="" type="checkbox"/> 5 <input type="checkbox"/> 1NT: F <input checked="" type="checkbox"/> Semi-F <input type="checkbox"/> Bypass ♠ <input type="checkbox"/> Other _____ Jump Raise: Wk <input checked="" type="checkbox"/> Mixed <input type="checkbox"/> Inv <input type="checkbox"/> After Overcall: Wk <input checked="" type="checkbox"/> Mixed <input type="checkbox"/> Inv <input type="checkbox"/>
PREEMPTS	3-Level Style (Seat/Vul) _____ <u>normal 1/2; wide range 3/4</u> Resp <u>new suit F1</u> 4-Level Style <u>pre-empt</u> Resp <u>4NT RCB</u> 4♣/4♦ Tfr <input type="checkbox"/> Other _____	NOTRUMP	1NT <u>11</u> to <u>13</u> (Seat/Vul 1/2) 1NT <u>14</u> to <u>16</u> (Same Resp: Y <input type="checkbox"/> N <input checked="" type="checkbox"/>) 5-Card Major <input checked="" type="checkbox"/> Sys On vs _____ 3♣ to play/weak C+D 2♣: Stayman <input checked="" type="checkbox"/> Puppet <input type="checkbox"/> Other <input type="checkbox"/> 3♦ to play/strong C+D 2♦: Nat <input type="checkbox"/> Tfr <input checked="" type="checkbox"/> Other <u>F Stay</u> 3♥ to play/1354 2♥: Nat <input checked="" type="checkbox"/> Tfr <input checked="" type="checkbox"/> Other _____ 3♠ to play/3154 2♠: Nat <input checked="" type="checkbox"/> Tfr <input checked="" type="checkbox"/> Other _____ Other _____ 2NT: Nat <input checked="" type="checkbox"/> Tfr <input checked="" type="checkbox"/> Other <u>C+D</u> Smolen <input checked="" type="checkbox"/> Tfr: 4♣ <input type="checkbox"/> 4♦ <input type="checkbox"/> 4♥ <input type="checkbox"/> Dbl: Neg <input checked="" type="checkbox"/> Pen <input type="checkbox"/> Other _____ Lebensohl <input checked="" type="checkbox"/> : <u>Fast denies</u>
SLAMS	4♣ Gerber: Directly Over NT <input checked="" type="checkbox"/> Over NT Seq <input type="checkbox"/> Non-NT Seq <input type="checkbox"/> 4NT: Blackwood <input type="checkbox"/> RKC 0314 <input type="checkbox"/> RKC 1430 <input checked="" type="checkbox"/> Control Bids _____ Vs Interference <u>DIPS, RIPS, DEPO</u> Other _____	CARDING	2NT <u>20</u> to <u>22</u> Puppet <input type="checkbox"/> 3♠ <input checked="" type="checkbox"/> minor suit Stav Conv <input type="checkbox"/> Tfr: 3Lvl <input type="checkbox"/> 4Lvl <input type="checkbox"/> Neg Dbl <input checked="" type="checkbox"/> Other _____ 3NT <u>9</u> to <u>12</u> One Suit <input checked="" type="checkbox"/> any solid suit 2♣ <u>19</u> to + _____ 2♦ Neg <input type="checkbox"/> Waiting <input type="checkbox"/> Very Str <input type="checkbox"/> Str <input checked="" type="checkbox"/> Nat <input type="checkbox"/> Conv <input type="checkbox"/> Other _____ Steps <input checked="" type="checkbox"/> ctrls 2♥ Neg <input type="checkbox"/>
CARDING	Suits _____ NT _____ <input type="checkbox"/> Standard – Attitude <input type="checkbox"/> <input type="checkbox"/> Standard – Count <input type="checkbox"/> <input checked="" type="checkbox"/> Upside Down – Attitude <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> Upside Down – Count <input checked="" type="checkbox"/> Exceptions _____ Other Carding: <u>O/E</u> Smith Echo: Suits <input type="checkbox"/> NT <input type="checkbox"/> Reverse <input checked="" type="checkbox"/> Trump Signals <u>Suit preference</u>	SIGNALS	Primary Signals to: Declarer's Lead Partner's Lead <input type="checkbox"/> Attitude <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> Count <input type="checkbox"/> <input type="checkbox"/> Suit Preference <input type="checkbox"/> Exceptions <u>King lead asks count</u> First Discard: Std <input type="checkbox"/> Upside Down <input type="checkbox"/> Lavinthal <input type="checkbox"/> Odd/Even <input checked="" type="checkbox"/> Other <input type="checkbox"/>
LEADS vs SUITS	CIRCLE CARD LED (if not bold): Length Leads: 4th <input type="checkbox"/> 3rd/5th <input type="checkbox"/> 3rd/Low <input checked="" type="checkbox"/> Attitude <input type="checkbox"/> Small from xx <input type="checkbox"/> xx xxX xxXx xxxxx Hxx Hxx Hxx After 1st Trick <u>attitude/count</u> Honor Leads: AKx (+) Varies <input checked="" type="checkbox"/> KQx QJx JTx T9x Interior Seq: KJTx KT9x QT9x Exceptions _____	LEADS vs NT	CIRCLE CARD LED (if not bold): Length Leads: 4th <input checked="" type="checkbox"/> 3rd/5th <input type="checkbox"/> 3rd/Low <input type="checkbox"/> Attitude <input type="checkbox"/> 2nd from xxxx(+) <input type="checkbox"/> xx xxx xxX xxxxx Hxx Hxx Hxx After 1st Trick _____ Honor Leads: AKxx (+) Varies <input type="checkbox"/> KQJx KQT9 QJTx JT9x Interior Seq: A QJx AJTx KT9x QT9x Exceptions _____
OTHER		2 LEVEL	2♦ <u>5</u> to <u>10</u> natural 6-card suit _____ New Suit NF <input type="checkbox"/> Wk <input type="checkbox"/> Int <input type="checkbox"/> Str <input type="checkbox"/> Conv <input type="checkbox"/> Rebids over 2NT: <u>graded</u> Other _____ 2♥ <u>5</u> to <u>10</u> natural 6-card suit _____ New Suit NF <input type="checkbox"/> Wk <input type="checkbox"/> Int <input type="checkbox"/> Str <input type="checkbox"/> 2 Suits <input type="checkbox"/> Rebids over 2NT: <u>graded</u> Other _____ 2♠ <u>5</u> to <u>10</u> natural 6-card suit _____ New Suit NF <input type="checkbox"/> Wk <input type="checkbox"/> Int <input type="checkbox"/> Str <input type="checkbox"/> 2 Suits <input type="checkbox"/> Rebids over 2NT: <u>graded</u> Other _____ Jump Shift Resp <u>weak, natural</u> Vs (Very)Str Open _____ NMF <input type="checkbox"/> 2Way NMF <input checked="" type="checkbox"/> XYZ <input type="checkbox"/> 4thSF: 1Rnd <input type="checkbox"/> GF <input checked="" type="checkbox"/>