

SPECIAL DOUBLES After Overcall: Penalty <input type="checkbox"/> Negative <input checked="" type="checkbox"/> thru 4H Responsive: <input checked="" type="checkbox"/> thru 4H Maximal <input checked="" type="checkbox"/> Support: Dbl <input checked="" type="checkbox"/> thru 2♥ 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. (Dont rescues) Raptor / 1M Balance: 11 to 14 Jump to 2NT: Minors <input type="checkbox"/> 2 Lowest <input checked="" type="checkbox"/> Conv.	NAMES Waldemar - Paul GENERAL APPROACH 2/1 Walsh 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 type="checkbox"/> FORCING OPENING: 1♣ <input type="checkbox"/> 2♣ <input checked="" type="checkbox"/> Natural 2 Bids <input type="checkbox"/> Other <input type="checkbox"/>	
SIMPLE OVERCALL 1-level 7 to 16 HCP (usually) Often 4 cards <input type="checkbox"/> Very light style <input type="checkbox"/> Responses New Suit: Forcing <input checked="" type="checkbox"/> N/Const <input checked="" type="checkbox"/> NF <input type="checkbox"/> Jump Raise: Forcing <input type="checkbox"/> Inv. <input type="checkbox"/> Weak <input checked="" type="checkbox"/> Jump cue=mixed	DEFENSE VS NOTRUMP vs: Strong 1NT Weak 1NT 2♠ H+S same 2♦ One Major same 2♥ H+minor same 2♠ S+minor same Dbl 4M + 5m Penalty Other:	NOTRUMP OPENING BIDS 1NT 3♠ mod Puppet 2NT 20 to 21 15 to 17 3♦ 5D/5C GF Puppet Stayman <input type="checkbox"/> to 3♥ 3=1 (5-4) Transfer Responses: 5-Card Major Common <input checked="" type="checkbox"/> 3♠ 1=3 (5-4) Jacoby <input checked="" type="checkbox"/> Texas <input checked="" type="checkbox"/> System On Over Art X DONT rescues/ penX 3♠ R to 3N 2♣ Stayman <input checked="" type="checkbox"/> Puppet <input type="checkbox"/> mod Muppet 2♦ Transfer to ♥ <input checked="" type="checkbox"/> 4, 4♥ Transfer <input checked="" type="checkbox"/> 3NT to Forcing Stayman <input type="checkbox"/> Smolen <input checked="" type="checkbox"/> Gambling Minor 2♥ Transfer to ♠ <input checked="" type="checkbox"/> Lebensohl <input checked="" type="checkbox"/> (fast denies) Conventional NT Openings 2♠ Tfr to C (2N=SA) Negative Double <input checked="" type="checkbox"/> 1N-2C-2D-2M=5M/4OM inv 2NT Tfr to D (3C=SA) 3D=SA 1N-2C-2M-3OM=Baze	
JUMP OVERCALL Strong <input type="checkbox"/> Intermediate <input type="checkbox"/> Weak <input checked="" type="checkbox"/> 14-16 in Passout seat	OVER OPP'S T/O DOUBLE 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 type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Minors <input checked="" type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> Other: 1 under= good raise	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"/> 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"/> Conv. Raise: 2NT <input checked="" type="checkbox"/> 3NT <input type="checkbox"/> Splinter <input checked="" type="checkbox"/> Other: 1m-2m=CR; Bergen 3C=LR; 1NT: Forcing <input checked="" type="checkbox"/> Semi-forcing <input checked="" type="checkbox"/> 2NT: Forcing <input type="checkbox"/> Inv. <input type="checkbox"/> to 3NT: to Drury <input type="checkbox"/> : Reverse <input checked="" type="checkbox"/> 2-Way <input checked="" type="checkbox"/> Fit <input checked="" type="checkbox"/> Other: Drury 2C=4T, 2D=3T	
OPENING PREEMPTS Sound Light Very Light 3/4-bids <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> Conv./Resp. Namyats	VS OPENING PREEMPT DOUBLE IS Takeout <input checked="" type="checkbox"/> thru 4H Penalty <input type="checkbox"/> Conv. Takeout: 4N/4S Lebensohl 2NT Response <input checked="" type="checkbox"/> Other: Leaping Michaels	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 type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 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 checked="" type="checkbox"/> Other: FG Frequently bypass 4+♦ <input checked="" type="checkbox"/> 1NT/1♠: 6 to 9 2NT: Forcing <input type="checkbox"/> Inv. <input type="checkbox"/> 10 to 12 3NT: 13 to 15 Other: 1C-2D & 1D-3C=LR; 1m-3M=Spl	
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"/> Natural if 2 suits have been bid	SLAM CONVENTIONS Gerber <input checked="" type="checkbox"/> 4NT: Blackwood <input type="checkbox"/> RKC <input checked="" type="checkbox"/> 1430 <input type="checkbox"/> Minorwood 1430; Specific Kings. Excl - 0, 1, 2; DIPS 1430 if we can bid at 5L vs. Interference: DOPI <input type="checkbox"/> DEPO <input checked="" type="checkbox"/> Level: above 5L ROPI <input checked="" type="checkbox"/>	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 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 4th seat = 14-16, 6cd Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <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"/> XYZ, LEB/Reverses, Wolff; 1x-M-2M: Help-suit and Spl GTs Negative Free Bids, Soloway Jumps	
LEADS (click card led, if not in bold) versus Suits versus Notrump <table style="width:100%; border-collapse: collapse;"> <tr> <td style="width:50%; border-right: 1px solid black;"> x <input checked="" type="checkbox"/> x x x x <input checked="" type="checkbox"/> x x <input checked="" type="checkbox"/> x x x x <input checked="" type="checkbox"/> 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 </td> <td style="width:50%;"> x <input checked="" type="checkbox"/> 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 Q J 10 x Q 10 9 8 J 10 9 x 10 9 8 x </td> </tr> </table> Length Leads: 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"/>	x <input checked="" type="checkbox"/> x x x x <input checked="" type="checkbox"/> x x <input checked="" type="checkbox"/> x x x x <input checked="" type="checkbox"/> 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 <input checked="" type="checkbox"/> 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 Q J 10 x Q 10 9 8 J 10 9 x 10 9 8 x	DEFENSIVE CARDING 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"/> FIRST DISCARD Lavinthal <input type="checkbox"/> <input type="checkbox"/> Odd/Even <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> Upside-down <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> OTHER CARDING Smith Echo <input type="checkbox"/> <input checked="" type="checkbox"/> Trump Suit Pref. <input checked="" type="checkbox"/> <input type="checkbox"/> Foster Echo <input type="checkbox"/> <input type="checkbox"/>
x <input checked="" type="checkbox"/> x x x x <input checked="" type="checkbox"/> x x <input checked="" type="checkbox"/> x x x x <input checked="" type="checkbox"/> 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 <input checked="" type="checkbox"/> 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 Q J 10 x Q 10 9 8 J 10 9 x 10 9 8 x		
SPECIAL CARDING <input type="checkbox"/> PLEASE ASK			