

<p>SPECIAL DOUBLES After Overcall: Penalty <input type="checkbox"/> _____ Negative <input checked="" type="checkbox"/> thru4h Responsive: <input checked="" type="checkbox"/> thru4h Maximal <input checked="" type="checkbox"/> Support: Dbl <input checked="" type="checkbox"/> thru2Suit Rdbl <input checked="" type="checkbox"/> Card-showing <input type="checkbox"/> Min. Offshape T/O <input type="checkbox"/> game try</p>	<p>NOTRUMP OVERCALLS 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. 2C=range ask stayman</p>	<p>NAMES 2/1 CC</p> <p style="text-align: center;">GENERAL APPROACH</p> <p>2/1 Game forcing _____ 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"/></p>																																	
<p>SIMPLE OVERCALL 1-level 8+ to _____ HCP (usually) Often 4 cards <input checked="" type="checkbox"/> Very light style <input type="checkbox"/> Responses New Suit: Forcing <input checked="" type="checkbox"/> NFConst <input type="checkbox"/> NF <input type="checkbox"/> Jump Raise: Forcing <input type="checkbox"/> Inv. <input type="checkbox"/> Weak <input checked="" type="checkbox"/></p>	<p>DEFENSE VS NOTRUMP vs: Strong 1NT Weak 1NT 2♣ majors majors 2♥ 1 major 1 major 2♥ H + m H + m 2♠ S + m S + m Dbl 4 card M + m Penalty Other: _____</p>	<p>NOTRUMP OPENING BIDS</p> <table style="width:100%;"> <tr> <td style="width:33%;">1NT</td> <td style="width:33%;">3♣ puppet</td> <td style="width:33%;">2NT 20 to 21</td> </tr> <tr> <td>14+ to 17</td> <td>3♣ minors gf</td> <td>Puppet Staym</td> </tr> <tr> <td>_____ to _____</td> <td>3♥ splinter, short ♥</td> <td>Transfer Resp</td> </tr> <tr> <td>5-Card Major Common <input checked="" type="checkbox"/></td> <td>3♠ splinter, short ♠</td> <td>Jacoby <input checked="" type="checkbox"/> Tex</td> </tr> <tr> <td>System On OverDbl, 2c</td> <td></td> <td>3♠ relay to 3N</td> </tr> <tr> <td>2♣ Stayman <input checked="" type="checkbox"/> Puppet <input type="checkbox"/></td> <td></td> <td>Smolen</td> </tr> <tr> <td>2♠ Transfer to ♥ <input checked="" type="checkbox"/></td> <td>4♥, 4♥ Transfer <input checked="" type="checkbox"/></td> <td>3NT _____ to _____</td> </tr> <tr> <td>Forcing Stayman <input type="checkbox"/></td> <td>Smolen <input checked="" type="checkbox"/></td> <td>gambling</td> </tr> <tr> <td>2♥ Transfer to ♠ <input checked="" type="checkbox"/></td> <td>Lebensohl <input checked="" type="checkbox"/> (fast denies)</td> <td>Conventional NT</td> </tr> <tr> <td>2♠ range or C</td> <td>Negative Double <input type="checkbox"/> _____</td> <td></td> </tr> <tr> <td>2NT->d or both wk</td> <td>DONT rescue</td> <td></td> </tr> </table>	1NT	3♣ puppet	2NT 20 to 21	14+ to 17	3♣ minors gf	Puppet Staym	_____ to _____	3♥ splinter, short ♥	Transfer Resp	5-Card Major Common <input checked="" type="checkbox"/>	3♠ splinter, short ♠	Jacoby <input checked="" type="checkbox"/> Tex	System On OverDbl, 2c		3♠ relay to 3N	2♣ Stayman <input checked="" type="checkbox"/> Puppet <input type="checkbox"/>		Smolen	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	2♥ Transfer to ♠ <input checked="" type="checkbox"/>	Lebensohl <input checked="" type="checkbox"/> (fast denies)	Conventional NT	2♠ range or C	Negative Double <input type="checkbox"/> _____		2NT->d or both wk	DONT rescue	
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<p>JUMP OVERCALL Strong <input type="checkbox"/> Intermediate <input type="checkbox"/> Weak <input checked="" type="checkbox"/></p>	<p>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 checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Minors <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Other: Weak jump raise, FSJ</p>	<p>MAJOR OPENING 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>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: Jacoby 2NT Bergen</p> <p>1NT: Forcing <input checked="" type="checkbox"/> Semi-forcing <input type="checkbox"/> 2NT: Forcing <input checked="" 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: natural GT</p>																																	
<p>OPENING PREEMPTS Sound Light Very Light 3/4-bids <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> Conv./Resp. _____</p>	<p>VS OPENING PREEMPT DOUBLE IS Takeout <input checked="" type="checkbox"/> thru4h Penalty <input type="checkbox"/> Conv. Takeout: _____ Lebensohl 2NT Response <input checked="" type="checkbox"/> Other: _____</p>	<p>MINOR OPENING Expected Min. Length 4 3 NF 0-2 () 1♣ <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> 1♦ <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/></p> <p>RESPONSES Double Raise: Force <input type="checkbox"/> Inv. <input type="checkbox"/> Weak <input type="checkbox"/> After Overcall: Force <input type="checkbox"/> Inv. <input type="checkbox"/> Weak <input type="checkbox"/> Forcing Raise: J/S in other minor <input type="checkbox"/> Single raise <input checked="" type="checkbox"/> Other: Inverted minr Frequently bypass 4+♦ <input 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: 2s=constr 2H=4-7 5S4H</p>																																	
<p>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"/></p>	<p>SLAM CONVENTIONS Gerber <input checked="" type="checkbox"/> 4NT: Blackwood <input type="checkbox"/> RKC <input checked="" type="checkbox"/> 1430 <input checked="" type="checkbox"/> Gerber over 1nt and 2nt, exclusion, minorwood</p>	<p>DESCRIBE</p> <table style="width:100%;"> <tr> <td style="width:50%;">2♣ 22 to _____ HCP Or tricks</td> <td style="width:50%;">2d wtg ch minr 2nd neg</td> </tr> <tr> <td>Strong <input checked="" type="checkbox"/> Other <input type="checkbox"/></td> <td>Kokish</td> </tr> <tr> <td>2♥ Response: Neg <input type="checkbox"/> Waiting <input checked="" type="checkbox"/> Denies good suit</td> <td></td> </tr> <tr> <td>2♠ 5 to 10 HCP weak 2</td> <td>feature</td> </tr> <tr> <td>Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/></td> <td>2NT Force <input checked="" type="checkbox"/> New Suit NF</td> </tr> <tr> <td>2♥ 5 to 10 HCP weak 2</td> <td>Easy Ogust</td> </tr> <tr> <td>Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/></td> <td>2NT Force <input checked="" type="checkbox"/> New Suit NF</td> </tr> <tr> <td>2♠ 5 to 10 HCP weak 2</td> <td>Easy Ogust</td> </tr> <tr> <td>Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/></td> <td>2NT Force <input checked="" type="checkbox"/> New Suit NF</td> </tr> </table> <p>OTHER CONV CALLS: New Minor Forcing <input checked="" type="checkbox"/> 2-Way NMF <input checked="" type="checkbox"/> 2C=really to 2D Weak jump shifts: In Comp. <input type="checkbox"/> Not In Comp. <input type="checkbox"/> fit showing in Comp & BPH 4th Suit Forcing: 1 Round <input type="checkbox"/> To Game <input checked="" type="checkbox"/> _____ Ingberman Wolff Spiral</p>	2♣ 22 to _____ HCP Or tricks	2d wtg ch minr 2nd neg	Strong <input checked="" type="checkbox"/> Other <input type="checkbox"/>	Kokish	2♥ Response: Neg <input type="checkbox"/> Waiting <input checked="" type="checkbox"/> Denies good suit		2♠ 5 to 10 HCP weak 2	feature	Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/>	2NT Force <input checked="" type="checkbox"/> New Suit NF	2♥ 5 to 10 HCP weak 2	Easy Ogust	Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/>	2NT Force <input checked="" type="checkbox"/> New Suit NF	2♠ 5 to 10 HCP weak 2	Easy Ogust	Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/>	2NT Force <input checked="" type="checkbox"/> New Suit NF															
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<p>LEADS (click card led, if not in bold) versus Suits versus Notrump 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> <p>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"/></p> <p>Primary signal to partner's leads Attitude <input checked="" type="checkbox"/> Count <input type="checkbox"/> Suit Preference <input type="checkbox"/></p>	<p>DEFENSIVE CARDING Standard: vs Suits vs NT 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"/> Reverse Smith <input type="checkbox"/> <input type="checkbox"/> OTHER CARDING Smith Echo <input type="checkbox"/> <input checked="" type="checkbox"/> Trump Suit Pref. <input type="checkbox"/> <input type="checkbox"/> Foster Echo <input type="checkbox"/> <input type="checkbox"/></p>	<p>SPECIAL CARDING <input type="checkbox"/> PLEASE ASK</p>																																	