

<p>SPECIAL DOUBLES After Overcall: <u>Penalty</u> <input type="checkbox"/> Negative <input checked="" type="checkbox"/> thru <u>3S or 4m opening</u> Responsive: <input checked="" type="checkbox"/> thru <u>2s</u> Maximal <input checked="" type="checkbox"/> Support: <u>Db1</u> <input checked="" type="checkbox"/> thru <u>3h</u> <u>Rdbl</u> <input checked="" type="checkbox"/> Card-showing <input type="checkbox"/> Min. Offshape T/O <input type="checkbox"/> Snapdragon thru <u>2s</u></p> <p>SIMPLE OVERCALL 1-level <u>9</u> to <u>17</u> HCP (usually) Often 4 cards <input type="checkbox"/> Very light style <input type="checkbox"/> Responses New Suit: Forcing <input type="checkbox"/> NFConst <input checked="" type="checkbox"/> NF <input type="checkbox"/> Jump Raise: Forcing <input type="checkbox"/> Inv. <input checked="" type="checkbox"/> Weak <input type="checkbox"/></p> <p>JUMP OVERCALL Strong <input type="checkbox"/> Intermediate <input type="checkbox"/> Weak <input checked="" type="checkbox"/></p> <p>OPENING PREEMPTS Sound <input type="checkbox"/> Light <input checked="" type="checkbox"/> Very Light <input type="checkbox"/> 3/4-bids <input type="checkbox"/> Conv./Resp. <input type="checkbox"/></p> <p>DIRECT CUEBID Over: Minor <input type="checkbox"/> Major <input type="checkbox"/> Natural <input type="checkbox"/> Strong T/O <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 type="checkbox"/> 1430 <input checked="" type="checkbox"/> Kickback over minor, If 4x is kick, 4n is x control (cue bid)</p> <p>vs. Interference: DOPI <input checked="" type="checkbox"/> DEPO <input checked="" type="checkbox"/> Level: _____ ROPI <input checked="" type="checkbox"/></p>	<p>NOTRUMP OVERCALLS Direct: <u>15</u> to <u>18</u> Systems on <input checked="" type="checkbox"/> Conv. _____ Balance: <u>11</u> to <u>16</u> Jump to 2NT: Minors <input type="checkbox"/> 2 Lowest <input checked="" type="checkbox"/> Conv. _____</p> <p>DEFENSE VS NOTRUMP vs: Direct _____ Balancing _____ 2♠ majors _____ majors _____ 2♥ Hearts _____ nat _____ 2♥ Spades _____ nat _____ 2♠ 4s + 5+m _____ nat _____ Dbl Penalties _____ 4M+5m _____ Other: 2nt= 4h+ 5+m _____ Bph x is minors _____</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 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: _____</p> <p>VS OPENING PREEMPT DOUBLE IS Takeout <input checked="" type="checkbox"/> thru <u>4m</u> _____ Penalty <input type="checkbox"/> Conv. Takeout: _____ Lebensohl 2NT Response <input checked="" type="checkbox"/> Other: _____</p>																												
<p>LEADS (click card led, if not in bold) versus Suits versus Notrump <table style="font-family: monospace; 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> 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"/> Primary signal to partner's leads Attitude <input checked="" type="checkbox"/> Count <input type="checkbox"/> Suit Preference <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>DEFENSIVE CARDING vs Suits vs NT Standard: <input type="checkbox"/> <input type="checkbox"/> Except <input type="checkbox"/> std ct/sp, rev smith _____ <u>9,10 is 0/2 higher j 0 high</u> Upside-Down Count <input type="checkbox"/> <input 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"/> OTHER CARDING 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"/></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																										
SPECIAL CARDING <input checked="" type="checkbox"/> PLEASE ASK																													

NAMES <u>Levi/Ethan</u> GENERAL APPROACH 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>NOTRUMP OPENING BIDS 1NT _____ 3♣ puppet _____ <u>15</u> to <u>17</u> _____ 3♦ 5-5 m gf+ _____ _____ to _____ 3♥ 3-1 and any 5-4 m _____ 5-Card Major Common <input checked="" type="checkbox"/> 3♠ 1-3 and any 5-4 m _____ System On Over _____ Baze, 1n-2c-2d/h-2s= _____ 2♣ Stayman <input checked="" type="checkbox"/> Puppet <input type="checkbox"/> 5/5 w/s light invite _____ 2♦ Transfer to ♥ <input checked="" type="checkbox"/> 4♦, 4♥ Transfer <input checked="" type="checkbox"/> Forcing Stayman <input type="checkbox"/> Smolen <input checked="" type="checkbox"/> 2♥ Transfer to ♠ <input checked="" type="checkbox"/> Lebensohl <input checked="" type="checkbox"/> (fast denies) 2♠ transfer to C _____ Negative Double <input type="checkbox"/> _____ 2NT Transfer to d _____</p>	<p>2NT <u>20</u> to <u>21</u> _____ Puppet Stayman <input type="checkbox"/> Transfer Responses Jacoby <input checked="" type="checkbox"/> Texas <input type="checkbox"/> 3♠ minor staymen _____ special superaccepts _____ 3NT _____ to _____ Conventional NT Op _____</p>
<p>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 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 type="checkbox"/> Splinter <input checked="" type="checkbox"/> Other: <u>Wolff (a bit dif)</u> _____ 1NT: Forcing <input type="checkbox"/> Semi-forcing <input checked="" type="checkbox"/> 2NT: Forcing <input checked="" type="checkbox"/> Inv. <input type="checkbox"/> to _____ 3NT: <u>13</u> to <u>16</u> _____ Drury <input checked="" type="checkbox"/>: Reverse <input type="checkbox"/> 2-Way <input checked="" type="checkbox"/> Fit <input type="checkbox"/> Other: <u>XYZ</u> _____</p>	<p>MINOR OPENING Expected Min. Length 4 3 NF 0-2 Cor 1♠ <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 1♦ <input type="checkbox"/> <input checked="" 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: _____ Frequently bypass 4+ <input checked="" type="checkbox"/> 1NT/1♠: <u>6</u> to <u>10</u> _____ 2NT: Forcing <input type="checkbox"/> Inv. <input checked="" type="checkbox"/> <u>10</u> to <u>12</u> _____ 3NT: <u>13</u> to <u>15</u> _____ Other: <u>dutch spiral (ask us)</u> _____</p>
<p>DESCRIBE 2♣ <u>22</u> to _____ HCP _____ Strong <input checked="" type="checkbox"/> Other <input type="checkbox"/> 2♦ Response: Neg <input type="checkbox"/> Waiting <input checked="" type="checkbox"/> 2♠ <u>6</u> to <u>10</u> HCP _____ Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/> 2♥ <u>6</u> to <u>10</u> HCP _____ Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/> 2♠ <u>6</u> to <u>10</u> HCP _____ Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/></p>	<p>RESPONSES/REBID Ogust over majors _____ Feature ask over 2D _____ 2NT Force <input checked="" type="checkbox"/> New Suit NI _____ 2NT Force <input type="checkbox"/> New Suit NI _____ 2NT Force <input type="checkbox"/> New Suit NI _____</p>
<p>OTHER CONV CALLS: New Minor Forcing <input checked="" type="checkbox"/> 2-Way NMF <input checked="" type="checkbox"/> Weak jump shifts: In Comp. <input checked="" type="checkbox"/> Not In Comp. <input type="checkbox"/> 1 under jumps in comp (ask us) _____ 4th Suit Forcing: 1 Round <input type="checkbox"/> To Game <input checked="" type="checkbox"/> _____</p>	