

<p>SPECIAL DOUBLES After Overcall: Penalty <input type="checkbox"/> Negative <input type="checkbox"/> thru _____ Responsive: <input type="checkbox"/> thru _____ Maximal <input type="checkbox"/> Support: Dbl <input type="checkbox"/> thru _____ Rdbl <input type="checkbox"/> Card-showing <input type="checkbox"/> Min. Offshape T/O <input type="checkbox"/></p>	<p>NOTRUMP OVERCALLS Direct: ___ to ___ Systems on <input checked="" type="checkbox"/> Conv. _____ Balance: ___ to _____ Jump to 2NT: Minors <input checked="" type="checkbox"/> 2 Lowest <input type="checkbox"/> Conv. _____</p>	<p>NAMES: Tiki and miki</p> <p style="text-align: center;">GENERAL APPROACH</p> <p>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 16 ___ HCP (usually) Often 4 cards <input type="checkbox"/> Very light style <input type="checkbox"/> Responses New Suit: Forcing <input type="checkbox"/> NFConst <input type="checkbox"/> NF <input type="checkbox"/> Jump Raise: Forcing <input type="checkbox"/> Inv. <input type="checkbox"/> Weak <input type="checkbox"/></p>	<p>DEFENSE VS NOTRUMP vs: _____ 2♠ 6 cards suit _____ 2♥ 2 majors _____ 2♥ 5 h and 5 min _____ 2♠ 5 s and 5 min _____ Dbl 18 pts + _____ Other: _____</p>	<p>NOTRUMP OPENING BIDS</p> <table style="width:100%;"> <tr> <td style="width:33%;">1NT _____</td> <td style="width:33%;">3♠ transfer to dinond _____</td> <td style="width:33%;">2NT 20 ___ to 22 ___</td> </tr> <tr> <td>15 ___ to 17 ___</td> <td>3♠ _____</td> <td>Puppet Stayman <input checked="" type="checkbox"/></td> </tr> <tr> <td>___ to ___</td> <td>3♥ _____</td> <td>Transfer Responses:</td> </tr> <tr> <td>5-Card Major Common <input checked="" type="checkbox"/></td> <td>3♣ _____</td> <td>Jacoby <input type="checkbox"/> Texas <input type="checkbox"/></td> </tr> <tr> <td>System On Over _____</td> <td></td> <td>3♠ _____</td> </tr> <tr> <td>2♠ Stayman <input type="checkbox"/> Puppet <input checked="" type="checkbox"/></td> <td>4♠, 4♥ Transfer <input checked="" type="checkbox"/></td> <td>3NT ___ to ___</td> </tr> <tr> <td>2♥ Transfer to ♥ <input checked="" type="checkbox"/></td> <td>Smolen <input type="checkbox"/></td> <td>Gambling _____</td> </tr> <tr> <td>Forcing Stayman <input type="checkbox"/></td> <td>Lebensohl <input type="checkbox"/> (___ denies)</td> <td>Conventional NT Openings</td> </tr> <tr> <td>2♥ Transfer to ♠ <input checked="" type="checkbox"/></td> <td>Negative Double <input type="checkbox"/> _____</td> <td></td> </tr> <tr> <td>2♠ Transfer to club _____</td> <td></td> <td></td> </tr> <tr> <td>2NT Invitation _____</td> <td></td> <td></td> </tr> </table>		1NT _____	3♠ transfer to dinond _____	2NT 20 ___ to 22 ___	15 ___ to 17 ___	3♠ _____	Puppet Stayman <input checked="" type="checkbox"/>	___ to ___	3♥ _____	Transfer Responses:	5-Card Major Common <input checked="" type="checkbox"/>	3♣ _____	Jacoby <input type="checkbox"/> Texas <input type="checkbox"/>	System On Over _____		3♠ _____	2♠ Stayman <input type="checkbox"/> Puppet <input checked="" type="checkbox"/>	4♠, 4♥ Transfer <input checked="" type="checkbox"/>	3NT ___ to ___	2♥ Transfer to ♥ <input checked="" type="checkbox"/>	Smolen <input type="checkbox"/>	Gambling _____	Forcing Stayman <input type="checkbox"/>	Lebensohl <input type="checkbox"/> (___ denies)	Conventional NT Openings	2♥ Transfer to ♠ <input checked="" type="checkbox"/>	Negative Double <input type="checkbox"/> _____		2♠ Transfer to club _____			2NT Invitation _____		
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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 checked="" type="checkbox"/> Redouble implies no fit <input checked="" type="checkbox"/> Limit + _____ Limit _____ Weak _____ 2NT Over _____ Majors _____ Minors _____ Other: _____</p>																																			
<p>OPENING PREEMPTS Sound <input type="checkbox"/> Light <input checked="" type="checkbox"/> Very Light <input type="checkbox"/> 3/4-bids _____ Conv./Resp. _____</p>	<p>VS OPENING PREEMPT DOUBLE IS Takeout <input checked="" type="checkbox"/> thru Level 3 _____ Penalty <input type="checkbox"/> Conv. Takeout: _____ Lebensohl 2NT Response <input type="checkbox"/> Other: _____</p>																																			
<p>DIRECT CUEBID Over: Minor _____ Major _____ Natural <input type="checkbox"/> Strong T/O <input type="checkbox"/> Michaels <input checked="" type="checkbox"/></p>	<p>MAJOR OPENING Expected Min. Length 4 5 1st/2nd <input type="checkbox"/> <input checked="" type="checkbox"/> 3rd/4th <input type="checkbox"/> <input type="checkbox"/> 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"/> Conv. Raise: 2NT <input type="checkbox"/> 3NT <input type="checkbox"/> Splinter <input type="checkbox"/> Other: _____ 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 type="checkbox"/> 2-Way <input type="checkbox"/> Fit <input type="checkbox"/> Other: Bergen _____</p>																																			
<p>SLAM CONVENTIONS Gerber <input checked="" type="checkbox"/> 4NT: Blackwood <input type="checkbox"/> RKC <input type="checkbox"/> 1430 <input type="checkbox"/> 0314</p>	<p>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 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 checked="" type="checkbox"/> Inv. <input type="checkbox"/> Weak <input type="checkbox"/> Forcing Raise: J/S in other minor <input type="checkbox"/> Single raise <input type="checkbox"/> Other: _____ 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: Inverted minor _____</p>																																			
<p>vs. Interference: DOPI <input type="checkbox"/> DEPO <input type="checkbox"/> Level: _____ ROPI <input type="checkbox"/></p>	<p>DESCRIBE 2♠ ___ to ___ HCP Strong <input checked="" type="checkbox"/> Other <input type="checkbox"/> 2♠ Response: Neg <input type="checkbox"/> Waiting <input checked="" type="checkbox"/> 2♠ 6 ___ to 10 ___ HCP Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/> 2♥ 6 ___ to 10 ___ HCP Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/> 2♠ 6 ___ to 10 ___ HCP 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 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"/></p>																																			
<p>LEADS (click card led, if not in bold) versus Suits versus Notrump</p> <table style="width:100%; font-size: small;"> <tr> <td style="width:25%;">x x</td> <td style="width:25%;">x x x x</td> <td style="width:25%;">x x</td> <td style="width:25%;">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> <p>Length Leads: 4th Best vs Suits <input type="checkbox"/> vs NT <input checked="" type="checkbox"/> 3rd/5th Best vs Suits <input type="checkbox"/> vs NT <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</p> <table style="width:100%;"> <tr> <td>Standard: <input type="checkbox"/> <input type="checkbox"/></td> </tr> <tr> <td>Except <input type="checkbox"/></td> </tr> <tr> <td>Upside-Down Count <input type="checkbox"/> <input type="checkbox"/></td> </tr> <tr> <td>Upside-Down Attitude <input type="checkbox"/> <input type="checkbox"/></td> </tr> </table> <p>FIRST DISCARD Lavinthal <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> Odd/Even <input type="checkbox"/> <input type="checkbox"/></p> <p>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>			Standard: <input type="checkbox"/> <input type="checkbox"/>	Except <input type="checkbox"/>	Upside-Down Count <input type="checkbox"/> <input type="checkbox"/>	Upside-Down Attitude <input type="checkbox"/> <input type="checkbox"/>	
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