

<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 type="checkbox"/> Conv. _____ Balance: _____ to _____ Jump to 2NT: Minors <input type="checkbox"/> 2 Lowest <input type="checkbox"/> Conv. _____</p>	<p>NAMES <u>עובדין פריד + (אוריאל רובין)</u> GENERAL APPROACH Two Over One: Game Forcing <input type="checkbox"/> Game Forcing Except When Suit Rebid <input checked="" 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 type="checkbox"/> Natural 2 Bids <input type="checkbox"/> Other <input type="checkbox"/></p>	
<p>SIMPLE OVERCALL 1-level _____ to _____ 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♠ _____ 2♦ _____ 2♥ _____ 2♣ _____ Dbl _____ Other: _____</p>	<p>NOTRUMP OPENING BIDS 1NT _____ 3♣ _____ 2NT <u>20</u> to <u>22</u> 15 to 17 3♦ _____ Puppet Stayman <input checked="" type="checkbox"/> to _____ 3♥ _____ Transfer Responses: 5-Card Major Common <input type="checkbox"/> 3♠ _____ 3♣ _____ Jacoby <input checked="" type="checkbox"/> Texas <input checked="" type="checkbox"/> System On Over _____ 3NT <u>25</u> to _____ 2♣ Stayman <input checked="" type="checkbox"/> Puppet <input checked="" type="checkbox"/> 2♦ Transfer to ♥ <input checked="" type="checkbox"/> 4♦, 4♥ Transfer <input checked="" type="checkbox"/> Forcing Stayman <input type="checkbox"/> Smolen <input type="checkbox"/> 2♥ Transfer to ♠ <input checked="" type="checkbox"/> Lebensohl <input type="checkbox"/> (_____ denies) 2♠ _____ Negative Double <input type="checkbox"/> _____ 2NT _____</p>	
<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 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 type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Other: _____</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 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 checked="" type="checkbox"/> Other: _____ 1NT: Forcing <input type="checkbox"/> Semi-forcing <input type="checkbox"/> 2NT: Forcing <input type="checkbox"/> Inv. <input type="checkbox"/> _____ to _____ 3NT: <u>25</u> to _____ Drury <input type="checkbox"/>: Reverse <input type="checkbox"/> 2-Way <input type="checkbox"/> Fit <input type="checkbox"/> Other: _____</p>	
<p>OPENING PREEMPTS Sound Light Very Light 3/4-bids <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Conv./Resp. _____</p>	<p>VS OPENING PREEMPT DOUBLE IS Takeout <input type="checkbox"/> thru _____ Penalty <input type="checkbox"/> Conv. Takeout: _____ Lebensohl 2NT Response <input type="checkbox"/> Other: _____</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 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 type="checkbox"/> Other: _____ Frequently bypass 4+♦ <input type="checkbox"/> 1NT/1♠: _____ to _____ 2NT: Forcing <input type="checkbox"/> Inv. <input type="checkbox"/> _____ to _____ 3NT: _____ to _____ Other: _____</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 type="checkbox"/> <input type="checkbox"/></p>	<p>SLAM CONVENTIONS Gerber <input type="checkbox"/> 4NT: Blackwood <input checked="" type="checkbox"/> RKC <input checked="" type="checkbox"/> 1430 <input checked="" type="checkbox"/></p>	<p>DESCRIBE RESPONSES/REBIDS 2♣ _____ to _____ HCP _____ Strong <input checked="" type="checkbox"/> Other <input type="checkbox"/> 2♦ Response: Neg <input type="checkbox"/> Waiting <input type="checkbox"/> 2♦6 _____ to <u>10</u> HCP _____ Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/> 2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/> 2♥6 _____ to <u>10</u> HCP _____ Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/> 2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/> 2♠6 _____ to _____ HCP _____ Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/> 2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/> OTHER CONV CALLS: New Minor Forcing <input type="checkbox"/> 2-Way NMF <input 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 type="checkbox"/></p>	
<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 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 Length Leads: 4th Best vs Suits <input checked="" type="checkbox"/> vs NT <input type="checkbox"/> 3rd/5th vs Suits <input type="checkbox"/> vs NT <input type="checkbox"/> Best vs Suits <input type="checkbox"/> vs NT <input type="checkbox"/> Attitude vs NT <input type="checkbox"/></p>	<p>DEFENSIVE CARDING vs Suits vs NT Standard: <input checked="" 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"/> FIRST DISCARD Lavinthal <input type="checkbox"/> <input type="checkbox"/> Odd/Even <input checked="" 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>	<p>OTHER CONV CALLS: New Minor Forcing <input type="checkbox"/> 2-Way NMF <input 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 type="checkbox"/></p>	
<p>SPECIAL CARDING <input type="checkbox"/> PLEASE ASK</p>			

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