

<p>SPECIAL DOUBLES After Overcall: Penalty <input type="checkbox"/> _____ Negative <input checked="" type="checkbox"/> thru 4♣ Responsive: <input type="checkbox"/> thru 4♣ Maximal <input type="checkbox"/> Support: Dbl <input checked="" type="checkbox"/> thru 2♥ Rdbl <input checked="" type="checkbox"/> Card-showing <input checked="" type="checkbox"/> Min. Offshape T/O <input checked="" type="checkbox"/></p>	<p>NOTRUMP OVERCALLS Direct: 15 to 18 Systems on <input checked="" type="checkbox"/> Conv. _____ Balance: 11 to 15 Jump to 2NT: Minors <input type="checkbox"/> 2 Lowest <input checked="" type="checkbox"/> Conv. _____</p>	<p>GENERAL APPROACH Names Leal - Cardenas 2/1 - UDCA 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 checked="" 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 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"/> 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: fuerte _____ débil _____ 2♣ mayores _____ 2♦ 1 mayor _____ 2♥ ♥ + m _____ 2♠ ♠ + m _____ Dbl 4M 5+m _____ penal _____ Other: _____</p>	<p>NOTRUMP OPENING BIDS 1NT _____ 3♣ puppet stayman _____ 14+ to 17 _____ 3♦ ♠+♦ GF _____ _____ to _____ 3♥ 31(54) _____ 5-Card Major Common <input checked="" type="checkbox"/> 3♠ 13(54) _____ System On Over 2♣ _____ 2♣ Stayman <input checked="" type="checkbox"/> Puppet <input type="checkbox"/> 4♦, 4♥ Transfer <input checked="" type="checkbox"/> 2♦ Transfer to ♥ <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♠ ♠ o size _____ Negative Double <input checked="" type="checkbox"/> _____ 2NTD o ♠+♦ débil _____</p>	
<p>JUMP OVERCALL Strong <input type="checkbox"/> Intermediate <input type="checkbox"/> Weak <input checked="" type="checkbox"/> v/nv: intermedia</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 type="checkbox"/> 2NT Over _____ Limit + _____ Limit _____ Weak _____ Majors _____ Minors _____ Other: Underbid after 1M (X)</p>		
<p>OPENING PREEMPTS Sound _____ Light <input checked="" type="checkbox"/> Very Light _____ 3/4-bids _____ 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>DIRECT CUEBID Over: Minor _____ Major _____ Natural _____ Strong T/O _____ Michaels <input checked="" type="checkbox"/> <input checked="" type="checkbox"/></p>	<p>MAJOR OPENING Expected Min. Length 4 5 1st/2nd <input checked="" 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 checked="" type="checkbox"/> Splinter <input checked="" type="checkbox"/> Other: _____ 1NT: Forcing <input type="checkbox"/> Semi-forcing <input checked="" type="checkbox"/> 2NT: Forcing <input checked="" type="checkbox"/> Inv. <input type="checkbox"/> _____ to _____ 3NT: 12 to 15 Drury <input checked="" type="checkbox"/> : Reverse <input type="checkbox"/> 2-Way <input type="checkbox"/> Fit <input checked="" type="checkbox"/> Other: _____</p>		
<p>SLAM CONVENTIONS Gerber <input type="checkbox"/> 4NT: Blackwood <input type="checkbox"/> RKC <input type="checkbox"/> 1430 <input checked="" type="checkbox"/> 3NT non-serious</p>	<p>MINOR OPENING Expected Min. Length 4 3 NF 0-2 Conv. 1♣ <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> 1♦ <input type="checkbox"/> <input checked="" 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 type="checkbox"/> 1NT/1♣: 5 to 10 2NT: Forcing <input type="checkbox"/> Inv. <input checked="" type="checkbox"/> 11 to 12 3NT: 13 to 15 Other: _____</p>		
<p>vs. Interference: DOPI <input type="checkbox"/> DEPO <input checked="" type="checkbox"/> Level: _____ ROPI <input type="checkbox"/></p>	<p>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♦ 3 to 11 HCP Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/> 2♥ 3 to 11 HCP Puede ser 5to Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/> 2♠ 3 to 11 HCP Puede ser 5to 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 type="checkbox"/> XYZ Weak jump shifts: In Comp. <input checked="" type="checkbox"/> Not In Comp. <input checked="" 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 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 type="checkbox"/> vs NT <input checked="" type="checkbox"/> 3rd/5th Best vs Suits <input checked="" type="checkbox"/> vs NT <input type="checkbox"/> Best Attitude vs NT <input type="checkbox"/></p>	<p>DEFENSIVE CARDING Standard: _____ 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 checked="" type="checkbox"/> Odd/Even <input type="checkbox"/> <input type="checkbox"/> OTHER CARDING Smith Echo <input type="checkbox"/> <input checked="" type="checkbox"/> Trump Suit Pref. <input type="checkbox"/> Foster Echo <input type="checkbox"/></p>		
<p>SPECIAL CARDING <input checked="" type="checkbox"/> PLEASE ASK</p>			

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