

<p>SPECIAL DOUBLES After Overcall: Penalty <input type="checkbox"/> _____ Negative <input checked="" type="checkbox"/> thru 3♣ Responsive: <input checked="" type="checkbox"/> thru 3♣ Maximal <input checked="" type="checkbox"/> Support: Dbl <input checked="" type="checkbox"/> thru 3♣ Rdbl <input checked="" type="checkbox"/> Card-showing <input type="checkbox"/> Min. Offshape T/O <input type="checkbox"/></p>	<p>NOTRUMP OVERCALLS Direct: 15 to 18 Systems on <input checked="" type="checkbox"/> Conv. _____ Balance: 11 to 14 Jump to 2NT: Minors <input type="checkbox"/> 2 Lowest <input checked="" type="checkbox"/> Conv. _____</p>	<p>NAMES 2/1 Kale and Rishabh GENERAL APPROACH 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 16 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 type="checkbox"/> Weak <input checked="" type="checkbox"/> Cuebid is 1-round force</p>	<p>DEFENSE VS NOTRUMP vs: Strong NT _____ 2♣ Club + Higher _____ 2♦ Dia + Higher _____ 2♥ Hearts + High _____ 2♠ Spades - 6c _____ Dbl Long Suite _____ Other: _____</p>	<p>NOTRUMP OPENING BIDS</p> <table style="width:100%;"> <tr> <td style="width:50%;"> 1NT 15 to 17 _____ to _____ 5-Card Major Common <input checked="" type="checkbox"/> System On Over Dbl/2C XX 2♣ Stayman <input checked="" type="checkbox"/> Puppet <input type="checkbox"/> 2♦ Transfer to ♥ <input checked="" type="checkbox"/> Forcing Stayman <input type="checkbox"/> 2♥ Transfer to ♠ <input checked="" type="checkbox"/> 2♠ Transfer to 3C _____ 2NT Transfer to 3D _____ </td> <td style="width:50%;"> 3♣ Puppet _____ 3♦ 5-5 minors strong _____ 3♥ 31(54) GF _____ 3♠ 13(54) GF _____ Transfer if you like _____ Bid middle if not _____ 4♦, 4♥ Transfer <input checked="" type="checkbox"/> Smolen <input checked="" type="checkbox"/> Lebensohl <input checked="" type="checkbox"/> (fast denies) Negative Double <input checked="" type="checkbox"/> 3I _____ , Smolen _____ </td> </tr> </table>		1NT 15 to 17 _____ to _____ 5-Card Major Common <input checked="" type="checkbox"/> System On Over Dbl/2C XX 2♣ Stayman <input checked="" type="checkbox"/> Puppet <input type="checkbox"/> 2♦ Transfer to ♥ <input checked="" type="checkbox"/> Forcing Stayman <input type="checkbox"/> 2♥ Transfer to ♠ <input checked="" type="checkbox"/> 2♠ Transfer to 3C _____ 2NT Transfer to 3D _____	3♣ Puppet _____ 3♦ 5-5 minors strong _____ 3♥ 31(54) GF _____ 3♠ 13(54) GF _____ Transfer if you like _____ Bid middle if not _____ 4♦, 4♥ Transfer <input checked="" type="checkbox"/> Smolen <input checked="" type="checkbox"/> Lebensohl <input checked="" type="checkbox"/> (fast denies) Negative Double <input checked="" type="checkbox"/> 3I _____ , Smolen _____										
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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"/> <table style="width:100%;"> <tr> <td>2NT Over</td> <td>Limit +</td> <td>Limit</td> <td>Weak</td> </tr> <tr> <td>Majors</td> <td><input checked="" type="checkbox"/></td> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> </tr> <tr> <td>Minors</td> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> </tr> </table> Other: Truscott 2NT</p>			2NT Over	Limit +	Limit	Weak	Majors	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Minors	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
2NT Over	Limit +	Limit	Weak												
Majors	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>												
Minors	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>												
<p>OPENING PREEMPTS Sound Light Very Light 3/4-bids <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> Conv./Resp. _____</p>	<p>VS OPENING PREEMPT DOUBLE IS Takeout <input checked="" type="checkbox"/> thru 4H _____ Penalty <input type="checkbox"/> Conv. Takeout: _____ Lebensohl 2NT Response <input checked="" type="checkbox"/> 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 checked="" type="checkbox"/> <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 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 type="checkbox"/> Splinter <input checked="" type="checkbox"/> Other: Jacoby, Reverse Bergen 3C>3D 1NT: Forcing <input checked="" type="checkbox"/> Semi-forcing <input type="checkbox"/> 2NT: Forcing <input checked="" type="checkbox"/> Inv. <input type="checkbox"/> to _____ 3NT: 13 to 15 Drury <input checked="" type="checkbox"/> : Reverse <input checked="" type="checkbox"/> 2-Way <input checked="" type="checkbox"/> Fit <input checked="" type="checkbox"/> Other: Off overcall/double _____</p>														
<p>SLAM CONVENTIONS Gerber <input checked="" type="checkbox"/> 4NT: Blackwood <input type="checkbox"/> RKC <input type="checkbox"/> 1430 <input checked="" type="checkbox"/> Specific kings Gerber after 1NT, 2NT only - response 01234 vs. Interference: DOPI <input checked="" type="checkbox"/> DEPO <input type="checkbox"/> Level: 5 ROPI <input checked="" type="checkbox"/></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 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: Inverted minors, _____ 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: Criss cross, N by opp 2C-MM</p>														
<p>LEADS (click card led, if not in bold) versus Suits versus Notrump</p> <table style="width:100%; text-align: center;"> <tr> <td style="width:25%;"> x x x x x A K x K Q x Q J x J 10 x K Q 10 9 </td> <td style="width:25%;"> x x x x x x x x x 10 9 x K J 10 x K 10 9 x Q 10 9 x </td> <td style="width:25%;"> x x x x x A K J x A J 10 9 K Q J x Q J 10 x J 10 9 x </td> <td style="width:25%;"> x x x x x x x x x A Q J x A 10 9 8 K Q 10 9 Q 10 9 8 10 9 8 x </td> </tr> </table> <p>Length Leads: 4th Best vs Suits <input checked="" type="checkbox"/> vs NT <input checked="" type="checkbox"/> 3rd/5th Best vs Suits <input type="checkbox"/> vs NT <input type="checkbox"/> Attitude vs NT <input checked="" type="checkbox"/></p> <p>Primary signal to partner's leads Attitude <input checked="" type="checkbox"/> Count <input checked="" type="checkbox"/> Suit Preference <input checked="" type="checkbox"/></p>	x x x x x A K x K Q x Q J x J 10 x K Q 10 9	x x x x x x x x x 10 9 x K J 10 x K 10 9 x Q 10 9 x	x x x x x A K J x A J 10 9 K Q J x Q J 10 x J 10 9 x	x x x x x x x x x A Q J x A 10 9 8 K Q 10 9 Q 10 9 8 10 9 8 x	<p>DEFENSIVE CARDING vs Suits vs NT Standard: <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> Except <input type="checkbox"/> 2nd/4th from rag sui Odd even first discard 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 checked="" 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>										
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<p>SPECIAL CARDING <input type="checkbox"/> PLEASE ASK</p>															

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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"/> Strong jump shifts over minors
4th Suit Forcing: 1 Round <input type="checkbox"/> To Game <input checked="" type="checkbox"/>
Unusual over Unusual, Splinters, Garbage