

DOUBLES	Negative <input type="checkbox"/> Thru 3♠ <input type="checkbox"/> Penalty <input type="checkbox"/> Responsive <input type="checkbox"/> Thru 3♠ Maximal <input type="checkbox"/> Support <input type="checkbox"/> thru 2x Rdbl <input type="checkbox"/> T/O Style: Other: 2 level often T/O; 3 level DSIP	NT OVERCALLS	Direct 1NT 15 to 18 Systems on <input type="checkbox"/> Balance 1NT 11 to 14 Systems on <input type="checkbox"/> Conv <input type="checkbox"/> Jump to 2NT: 2 Lowest Unbid <input type="checkbox"/> Other:	OVERVIEW	Names: Tom Nault – Michael Farebrother J654223/Q550794	
	1-Lvl 8 to + Often 4 Cards <input type="checkbox"/> 2-Lvl 10 to + Jump Overcalls: Wk <input type="checkbox"/> Int <input type="checkbox"/> Str <input type="checkbox"/> Conv <input type="checkbox"/> Intermediate in BAL Responses New suit: F <input type="checkbox"/> NConst <input type="checkbox"/> NF <input type="checkbox"/> Trf <input type="checkbox"/> Jump raise: Wk <input type="checkbox"/> Mixed <input type="checkbox"/> Inv <input type="checkbox"/> Cuebids: Limit Raise + Support <input type="checkbox"/> Other: NSNConst by PH		Vs: Strong Vs: Weak (< 16) Dbl one suit Dbl Penalty 2♣ ++ higher 2♣ Clubs 2♦ ++ higher 2♦ Diamonds 2♥ ++ 2♥ Hearts 2♠ poor 2♠ Spades 2NT ++ 2NT Game interest Other:		General Approach Calgary 2/1 Min Expected HCP when Balanced: Opening 11 Responding A or 6 Forcing Open: 1♠ <input type="checkbox"/> 2♠ <input type="checkbox"/> Other: 1NT Open: Str <input type="checkbox"/> Wk <input type="checkbox"/> Variable <input type="checkbox"/> Bids That May Require Preparation: 1 M: all Limit Raise via 1NT Forcing Unusual weak 2 shapes 1♣ Min Length: 5 <input type="checkbox"/> 4 <input type="checkbox"/> 3 <input type="checkbox"/> NF 2 <input type="checkbox"/> (4432 only <input type="checkbox"/>) NF 1 <input type="checkbox"/> NF 0 <input type="checkbox"/> Art F <input type="checkbox"/> 1♣ rebid promises 4 Clubs Resp: 3NT: 16–17, Weak J/S to ♥♠, 2♦ Limit raise Transfer Resp <input type="checkbox"/> 1♦ Bypass 5+ <input type="checkbox"/> Single: NF <input type="checkbox"/> Inv+ <input type="checkbox"/> GF <input type="checkbox"/> 1NT 8 to 10 Jump: Wk <input type="checkbox"/> Mixed <input type="checkbox"/> Inv <input type="checkbox"/> 2NT 11 to 12 After Overcall: Wk <input type="checkbox"/> Mixed <input type="checkbox"/> Inv <input type="checkbox"/>	
OVERCALLS	1-Lvl 8 to + Often 4 Cards <input type="checkbox"/> 2-Lvl 10 to + Jump Overcalls: Wk <input type="checkbox"/> Int <input type="checkbox"/> Str <input type="checkbox"/> Conv <input type="checkbox"/> Intermediate in BAL Responses New suit: F <input type="checkbox"/> NConst <input type="checkbox"/> NF <input type="checkbox"/> Trf <input type="checkbox"/> Jump raise: Wk <input type="checkbox"/> Mixed <input type="checkbox"/> Inv <input type="checkbox"/> Cuebids: Limit Raise + Support <input type="checkbox"/> Other: NSNConst by PH	vs NT OPENING	Vs: Strong Vs: Weak (< 16) Dbl one suit Dbl Penalty 2♣ ++ higher 2♣ Clubs 2♦ ++ higher 2♦ Diamonds 2♥ ++ 2♥ Hearts 2♠ poor 2♠ Spades 2NT ++ 2NT Game interest Other:	MINORS	1♦ Min Length: 5 <input type="checkbox"/> 4 <input type="checkbox"/> 3 <input type="checkbox"/> Unbal <input type="checkbox"/> NF 2 <input type="checkbox"/> NF 1 <input type="checkbox"/> NF 0 <input type="checkbox"/> Art F <input type="checkbox"/> 4 unless 4=4=3=2 Resp: 3♠ Limit Raise Same as over 1♠ <input type="checkbox"/> Single: NF <input type="checkbox"/> Inv+ <input type="checkbox"/> GF <input type="checkbox"/> 1NT 6 to 10 Jump: Wk <input type="checkbox"/> Mixed <input type="checkbox"/> Inv <input type="checkbox"/> 2NT 11 to 12 After Overcall: Wk <input type="checkbox"/> Mixed <input type="checkbox"/> Inv <input type="checkbox"/>	
	1-Lvl 8 to + Often 4 Cards <input type="checkbox"/> 2-Lvl 10 to + Jump Overcalls: Wk <input type="checkbox"/> Int <input type="checkbox"/> Str <input type="checkbox"/> Conv <input type="checkbox"/> Intermediate in BAL Responses New suit: F <input type="checkbox"/> NConst <input type="checkbox"/> NF <input type="checkbox"/> Trf <input type="checkbox"/> Jump raise: Wk <input type="checkbox"/> Mixed <input type="checkbox"/> Inv <input type="checkbox"/> Cuebids: Limit Raise + Support <input type="checkbox"/> Other: NSNConst by PH		Vs: Strong Vs: Weak (< 16) Dbl one suit Dbl Penalty 2♣ ++ higher 2♣ Clubs 2♦ ++ higher 2♦ Diamonds 2♥ ++ 2♥ Hearts 2♠ poor 2♠ Spades 2NT ++ 2NT Game interest Other:		1♥/♠ 1 st /2 nd Length: 4 <input type="checkbox"/> 5 <input type="checkbox"/> 3 rd /4 th Length: 4 <input type="checkbox"/> 5 <input type="checkbox"/> 1NT: F <input type="checkbox"/> Semi-F <input type="checkbox"/> Bypass <input type="checkbox"/> Other: ConstRs HSGT, 123TrumpGT Art Raises: 2NT <input type="checkbox"/> 3NT <input type="checkbox"/> Splinter <input type="checkbox"/> Other: mini-splinters, all LR→1NT Drury: 2♠ <input type="checkbox"/> 2♦ <input type="checkbox"/> In Comp <input type="checkbox"/> Jump Raise: Wk <input type="checkbox"/> Mixed <input type="checkbox"/> Inv <input type="checkbox"/> After Overcall: Wk <input type="checkbox"/> Mixed <input type="checkbox"/> Inv <input type="checkbox"/>	
DIRECT CUEBIDS	Vs: Art Quasi Nat Nat ♣♦ ♣♦ ♣♦ ♥♠ Michaels <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Natural <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Other <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Describe:	vs TAKEOUT DBL	New Suit F: 2 Lvl <input type="checkbox"/> Trf <input type="checkbox"/> Jump Shift: Wk <input type="checkbox"/> Inv <input type="checkbox"/> F <input type="checkbox"/> Fit <input type="checkbox"/> Rdbl: 10+ <input type="checkbox"/> Conv <input type="checkbox"/> 2NT Over: Nat Raise Range ♣♦ <input type="checkbox"/> <input type="checkbox"/> 10 to + ♥♠ <input type="checkbox"/> <input type="checkbox"/> 10 to + Other:	MAJORS	1NT 15 to 17 Style: 5M332, 6m322 common 5-Card Major <input type="checkbox"/> Sys on vs X, ART 2♠ 3♠ INV 2/top 3 2♠ Stayman <input type="checkbox"/> Puppet <input type="checkbox"/> Other <input type="checkbox"/> 3♦ INV 2/top 3 2♦ Nat <input type="checkbox"/> Trf <input type="checkbox"/> Other 3♥ INV 2/top 3 2♥ Nat <input type="checkbox"/> Trf <input type="checkbox"/> Other 3♠ INV 2/top 3 2♠ Nat <input type="checkbox"/> Trf <input type="checkbox"/> Other 2NT: Nat <input type="checkbox"/> Trf <input type="checkbox"/> Other Smolen <input type="checkbox"/> Trf: 4♠ <input type="checkbox"/> 4♦ <input type="checkbox"/> 4♥ <input type="checkbox"/> 4♠ <input type="checkbox"/> Dbl: Neg <input type="checkbox"/> 3 level only Pen <input type="checkbox"/> Other: Lebensohl <input type="checkbox"/> slow shows	
	Vs: Art Quasi Nat Nat ♣♦ ♣♦ ♣♦ ♥♠ Michaels <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Natural <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Other <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Describe:		New Suit F: 2 Lvl <input type="checkbox"/> Trf <input type="checkbox"/> Jump Shift: Wk <input type="checkbox"/> Inv <input type="checkbox"/> F <input type="checkbox"/> Fit <input type="checkbox"/> Rdbl: 10+ <input type="checkbox"/> Conv <input type="checkbox"/> 2NT Over: Nat Raise Range ♣♦ <input type="checkbox"/> <input type="checkbox"/> 10 to + ♥♠ <input type="checkbox"/> <input type="checkbox"/> 10 to + Other:		2NT 20 to 21 Puppet <input type="checkbox"/> 3♠: 1- or 2-minor slam try Conv <input type="checkbox"/> Trf: 3Lvl <input type="checkbox"/> 4Lvl <input type="checkbox"/> Neg Dbl <input type="checkbox"/> Other: 3NT 25 to 27 One Suit: <input type="checkbox"/>	
PREEMPTS	3-Lvl Style (Seat/Vul): sound minor, aggressive Major Resp: New suit NAT F 4-Lvl Style: Resp: 4♠/4♦ Trf <input type="checkbox"/> Other:	vs PREEMPTS	2NT Overall: 15-17 BAL T/O Dbl Thru 4♠ <input type="checkbox"/> Penalty <input type="checkbox"/> 2NT Lebensohl Resp <input type="checkbox"/> Cuebid: Jump Overcalls: Other:	NOTRUMP	2♣ Big to 22+ or 8.5 QT w/defence 2♦ Resp: Neg <input type="checkbox"/> Waiting <input type="checkbox"/> Very Str <input type="checkbox"/> Str <input type="checkbox"/> Nat <input type="checkbox"/> Conv <input type="checkbox"/> Steps <input type="checkbox"/> 2♥ Neg <input type="checkbox"/> Other: 2NT = ♥ positive	
	3-Lvl Style (Seat/Vul): sound minor, aggressive Major Resp: New suit NAT F 4-Lvl Style: Resp: 4♠/4♦ Trf <input type="checkbox"/> Other:		2NT Overall: 15-17 BAL T/O Dbl Thru 4♠ <input type="checkbox"/> Penalty <input type="checkbox"/> 2NT Lebensohl Resp <input type="checkbox"/> Cuebid: Jump Overcalls: Other:		2♦ 6 to 12 10-11 w/ 5 cards, any 6, bad 7 New Suit NF <input type="checkbox"/> Wk <input type="checkbox"/> Int <input type="checkbox"/> Str <input type="checkbox"/> Conv <input type="checkbox"/> Rebids over 2NT: 5 cd, bad,ok,good Other: 2♥ 6 to 11 as 2♦ New Suit NF <input type="checkbox"/> Wk <input type="checkbox"/> Int <input type="checkbox"/> Str <input type="checkbox"/> 2-Suits <input type="checkbox"/> Rebids over 2NT: Other: 2♠ 6 to 11 as 2♦ New Suit NF <input type="checkbox"/> Wk <input type="checkbox"/> Int <input type="checkbox"/> Str <input type="checkbox"/> 2-Suits <input type="checkbox"/> Rebids over 2NT: Other:	
SLAMS	4♠ Gerber: Directly over NT <input type="checkbox"/> Over NT Seq <input type="checkbox"/> Non-NT Seq <input type="checkbox"/> NEVER 4NT: 0123 <input type="checkbox"/> 0314 <input type="checkbox"/> 1430 <input type="checkbox"/> Specific Ks, 4NT 0123 1 st round Control Bids: 1 st round first Vs. Interference: DOPI / DEPO at 6 level Other:	vs PREEMPTS	2NT Overall: 15-17 BAL T/O Dbl Thru 4♠ <input type="checkbox"/> Penalty <input type="checkbox"/> 2NT Lebensohl Resp <input type="checkbox"/> Cuebid: Jump Overcalls: Other:	NOTRUMP	2♠ 6 to 11 as 2♦ New Suit NF <input type="checkbox"/> Wk <input type="checkbox"/> Int <input type="checkbox"/> Str <input type="checkbox"/> 2-Suits <input type="checkbox"/> Rebids over 2NT: Other: Jump Shift Resp: Weak 1m→2M. 1m–other minor Limit, 1M→2♠, 3m/♥ limit splinter Vs (Very)Str Open: Mathe NMF <input type="checkbox"/> 2Way NMF <input type="checkbox"/> XYZ <input type="checkbox"/> 4thSF 1Rnd <input type="checkbox"/> GF <input type="checkbox"/> Leb/reverses; cue often good raise 1 m-2 m: 2M, 3 om→ stoppers in other two suits; 3m 1 stopper	
	4♠ Gerber: Directly over NT <input type="checkbox"/> Over NT Seq <input type="checkbox"/> Non-NT Seq <input type="checkbox"/> NEVER 4NT: 0123 <input type="checkbox"/> 0314 <input type="checkbox"/> 1430 <input type="checkbox"/> Specific Ks, 4NT 0123 1 st round Control Bids: 1 st round first Vs. Interference: DOPI / DEPO at 6 level Other:		2NT Overall: 15-17 BAL T/O Dbl Thru 4♠ <input type="checkbox"/> Penalty <input type="checkbox"/> 2NT Lebensohl Resp <input type="checkbox"/> Cuebid: Jump Overcalls: Other:		2♠ 6 to 11 as 2♦ New Suit NF <input type="checkbox"/> Wk <input type="checkbox"/> Int <input type="checkbox"/> Str <input type="checkbox"/> 2-Suits <input type="checkbox"/> Rebids over 2NT: Other: Jump Shift Resp: Weak 1m→2M. 1m–other minor Limit, 1M→2♠, 3m/♥ limit splinter Vs (Very)Str Open: Mathe NMF <input type="checkbox"/> 2Way NMF <input type="checkbox"/> XYZ <input type="checkbox"/> 4thSF 1Rnd <input type="checkbox"/> GF <input type="checkbox"/> Leb/reverses; cue often good raise 1 m-2 m: 2M, 3 om→ stoppers in other two suits; 3m 1 stopper	
CARDING	Suits <input type="checkbox"/> NT <input type="checkbox"/> Standard – Attitude <input type="checkbox"/> <input type="checkbox"/> Standard – Count <input type="checkbox"/> <input type="checkbox"/> Upside Down – Attitude <input type="checkbox"/> <input type="checkbox"/> Upside Down – Count <input type="checkbox"/> <input type="checkbox"/> Exceptions: T1 from length: high, low SP Other Carding: Smith Echo: Suits: <input type="checkbox"/> NT <input type="checkbox"/> Reverse <input type="checkbox"/> Trump Signals:	SIGNALS	Primary Signals to: Declarer's Lead Partner's Lead <input type="checkbox"/> Attitude <input type="checkbox"/> <input type="checkbox"/> Count <input type="checkbox"/> <input type="checkbox"/> Suit Preference <input type="checkbox"/> Exceptions: First Discard: Std <input type="checkbox"/> Upside Down <input type="checkbox"/> Lavinthal <input type="checkbox"/> Odd/Even <input type="checkbox"/> Other <input type="checkbox"/>	2 LEVEL	2♣ Big to 22+ or 8.5 QT w/defence 2♦ Resp: Neg <input type="checkbox"/> Waiting <input type="checkbox"/> Very Str <input type="checkbox"/> Str <input type="checkbox"/> Nat <input type="checkbox"/> Conv <input type="checkbox"/> Steps <input type="checkbox"/> 2♥ Neg <input type="checkbox"/> Other: 2NT = ♥ positive	
	Suits <input type="checkbox"/> NT <input type="checkbox"/> Standard – Attitude <input type="checkbox"/> <input type="checkbox"/> Standard – Count <input type="checkbox"/> <input type="checkbox"/> Upside Down – Attitude <input type="checkbox"/> <input type="checkbox"/> Upside Down – Count <input type="checkbox"/> <input type="checkbox"/> Exceptions: T1 from length: high, low SP Other Carding: Smith Echo: Suits: <input type="checkbox"/> NT <input type="checkbox"/> Reverse <input type="checkbox"/> Trump Signals:		Primary Signals to: Declarer's Lead Partner's Lead <input type="checkbox"/> Attitude <input type="checkbox"/> <input type="checkbox"/> Count <input type="checkbox"/> <input type="checkbox"/> Suit Preference <input type="checkbox"/> Exceptions: First Discard: Std <input type="checkbox"/> Upside Down <input type="checkbox"/> Lavinthal <input type="checkbox"/> Odd/Even <input type="checkbox"/> Other <input type="checkbox"/>		2♣ Big to 22+ or 8.5 QT w/defence 2♦ Resp: Neg <input type="checkbox"/> Waiting <input type="checkbox"/> Very Str <input type="checkbox"/> Str <input type="checkbox"/> Nat <input type="checkbox"/> Conv <input type="checkbox"/> Steps <input type="checkbox"/> 2♥ Neg <input type="checkbox"/> Other: 2NT = ♥ positive	
LEADS vs SUITS	Length Leads: 4th <input type="checkbox"/> 3 rd /5 th <input type="checkbox"/> 3 rd /Low <input type="checkbox"/> Attitude <input type="checkbox"/> Small from xx <input type="checkbox"/> x x <input type="checkbox"/> x x <input type="checkbox"/> x <input type="checkbox"/> x x <input type="checkbox"/> x <input type="checkbox"/> x x x H x x H x x x H x x x x After 1 st Trick: K/AK Honour Leads: A K x (+) Varies <input type="checkbox"/> K Q x Q J x J T x T 9 x K J T x K T 9 x Q T 9 x Exceptions:	LEADS vs NT	Length Leads: 4th <input type="checkbox"/> 3 rd /5 th <input type="checkbox"/> 3 rd /Low <input type="checkbox"/> Attitude <input type="checkbox"/> 2 nd from xxxx(+) <input type="checkbox"/> x x x x x <input type="checkbox"/> x x x <input type="checkbox"/> x x x x x H x x H x x x H x x x x After 1 st Trick: K/AK Honour Leads: A K x (+) Varies <input type="checkbox"/> K Q J x K Q T 9 Q J T x J T 9 x A Q J x A J T x K T 9 x Q T 9 x Exceptions:	OTHER	2♣ Big to 22+ or 8.5 QT w/defence 2♦ Resp: Neg <input type="checkbox"/> Waiting <input type="checkbox"/> Very Str <input type="checkbox"/> Str <input type="checkbox"/> Nat <input type="checkbox"/> Conv <input type="checkbox"/> Steps <input type="checkbox"/> 2♥ Neg <input type="checkbox"/> Other: 2NT = ♥ positive	
	Length Leads: 4th <input type="checkbox"/> 3 rd /5 th <input type="checkbox"/> 3 rd /Low <input type="checkbox"/> Attitude <input type="checkbox"/> Small from xx <input type="checkbox"/> x x <input type="checkbox"/> x x <input type="checkbox"/> x <input type="checkbox"/> x x <input type="checkbox"/> x <input type="checkbox"/> x x x H x x H x x x H x x x x After 1 st Trick: K/AK Honour Leads: A K x (+) Varies <input type="checkbox"/> K Q x Q J x J T x T 9 x K J T x K T 9 x Q T 9 x Exceptions:		Length Leads: 4th <input type="checkbox"/> 3 rd /5 th <input type="checkbox"/> 3 rd /Low <input type="checkbox"/> Attitude <input type="checkbox"/> 2 nd from xxxx(+) <input type="checkbox"/> x x x x x <input type="checkbox"/> x x x <input type="checkbox"/> x x x x x H x x H x x x H x x x x After 1 st Trick: K/AK Honour Leads: A K x (+) Varies <input type="checkbox"/> K Q J x K Q T 9 Q J T x J T 9 x A Q J x A J T x K T 9 x Q T 9 x Exceptions:		2♣ Big to 22+ or 8.5 QT w/defence 2♦ Resp: Neg <input type="checkbox"/> Waiting <input type="checkbox"/> Very Str <input type="checkbox"/> Str <input type="checkbox"/> Nat <input type="checkbox"/> Conv <input type="checkbox"/> Steps <input type="checkbox"/> 2♥ Neg <input type="checkbox"/> Other: 2NT = ♥ positive	

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