

DOUBLES	Negative <input type="checkbox"/> Thru _____ Penalty <input type="checkbox"/>	Direct 1NT ____ to ____ Systems On <input type="checkbox"/>	OVERVIEW	Names _____	
	Responsive <input type="checkbox"/> Thru _____ Maximal <input type="checkbox"/>	Balance 1NT ____ to ____ Systems On <input type="checkbox"/>		General Approach _____	
OVERCALLS	Support <input type="checkbox"/> Thru _____ Rdbl <input type="checkbox"/>	Conv <input type="checkbox"/>	MINORS	Min Expected HCP when Balanced: Opening _____ Responding _____	
	T/O Style _____	Jump to 2NT: 2 Lowest Unbid <input type="checkbox"/>		Forcing Open: <b>1♣</b> <input type="checkbox"/> <b>2♣</b> <input type="checkbox"/> Other _____ 1NT Open: Str <input type="checkbox"/> Wk <input type="checkbox"/> Variable <input type="checkbox"/>	
DIRECT CUEBIDS	Other _____	Other _____	MAJORS	Bids That May Require Preparation _____	
	1-Lvl ____ to ____ Often 4 Cards <input type="checkbox"/>	Vs _____ Vs _____		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"/>	
PREEMPTS	2-Lvl ____ to ____	Dbl _____ Dbl _____	NOTRUMP	Resp _____ Transfer Resp <input type="checkbox"/>	
	Jump Overcalls: Wk <input type="checkbox"/> Int <input type="checkbox"/> Str <input type="checkbox"/>	2♣ _____ 2♣ _____		1♦ _____ Bypass 5+ <input type="checkbox"/> Raises Single: NF <input type="checkbox"/> Inv+ <input type="checkbox"/> GF <input type="checkbox"/>	
SLAMS	Responses	2♦ _____ 2♦ _____	2 LEVEL	Jump: Wk <input type="checkbox"/> Mixed <input type="checkbox"/> Inv <input type="checkbox"/>	
	New Suit: F <input type="checkbox"/> NFConst <input type="checkbox"/> NF <input type="checkbox"/> Tfr <input type="checkbox"/>	2♥ _____ 2♥ _____		After Overcall: Wk <input type="checkbox"/> Mixed <input type="checkbox"/> Inv <input type="checkbox"/>	
CARDING	Jump Raise: Wk <input type="checkbox"/> Mixed <input type="checkbox"/> Inv <input type="checkbox"/>	2♠ _____ 2♠ _____	OTHER	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"/>	
	Cuebids _____ Support <input type="checkbox"/>	2NT _____ 2NT _____		Resp _____ Same as over 1♣ <input type="checkbox"/>	
LEADS vs SUITS	Other _____	Other _____	SIGNALS	1♥/♠ _____ Art Raises: 2NT <input type="checkbox"/> 3NT <input type="checkbox"/> Splitter <input type="checkbox"/>	
	Vs: Art Quasi Nat Nat ♣♦ ♣♦ ♣♦ ♥♠	New Suit F: 2 Lvl <input type="checkbox"/> Tfr <input type="checkbox"/>		Other _____ Drury: 2♣ <input type="checkbox"/> 2♦ <input type="checkbox"/> In Comp <input type="checkbox"/>	
OVERCALLS	Michaelis <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Jump Shift: Wk <input type="checkbox"/> Inv <input type="checkbox"/> F <input type="checkbox"/> Fit <input type="checkbox"/>	2 LEVEL	Jump Raise: Wk <input type="checkbox"/> Mixed <input type="checkbox"/> Inv <input type="checkbox"/>	
	Natural <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Rdbl: 10+ <input type="checkbox"/> Conv <input type="checkbox"/>		After Overcall: Wk <input type="checkbox"/> Mixed <input type="checkbox"/> Inv <input type="checkbox"/>	
LEADS vs NT	Other <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	2NT Over: Nat Raise Range	SIGNALS	1NT _____ to _____	
	Describe _____	♣♦ <input type="checkbox"/> <input type="checkbox"/> _____ to _____		2NT _____ to _____	
LEADS vs NT	3-Level Style (Seat/Vul) _____	♥♠ <input type="checkbox"/> <input type="checkbox"/> _____ to _____	SIGNALS	Other _____	
	Resp _____	Other _____		1NT _____ to _____ (Seat/Vul _____) 1NT _____ to _____ (Same Resp: Y <input type="checkbox"/> N <input type="checkbox"/> )	
LEADS vs NT	4-Level Style _____	2NT Overcall _____	SIGNALS	5-Card Major <input type="checkbox"/> Sys On vs _____	
	Resp _____	T/O Dbl Thru _____ Penalty <input type="checkbox"/>		2♣: Stayman <input type="checkbox"/> Puppet <input type="checkbox"/> Other <input type="checkbox"/>	
LEADS vs NT	4♣/4♦ Tfr <input type="checkbox"/> Other _____	2NT Lebensohl Resp <input type="checkbox"/>	SIGNALS	2♦: Nat <input type="checkbox"/> Tfr <input type="checkbox"/> Other _____	
	4♣ Gerber: Directly Over NT <input type="checkbox"/> Over NT Seq <input type="checkbox"/> Non-NT Seq <input type="checkbox"/>	Cuebid _____		2♥: Nat <input type="checkbox"/> Tfr <input type="checkbox"/> Other _____	
LEADS vs NT	4NT: Blackwood <input type="checkbox"/> RKC 0314 <input type="checkbox"/> RKC 1430 <input type="checkbox"/>	Jump Overcalls _____	SIGNALS	2♠: Nat <input type="checkbox"/> Tfr <input type="checkbox"/> Other _____	
	Control Bids _____	Other _____		2NT: Nat <input type="checkbox"/> Tfr <input type="checkbox"/> Other _____	
LEADS vs NT	Vs Interference _____	Other _____	SIGNALS	Smolen <input type="checkbox"/> Tfr: 4♣ <input type="checkbox"/> 4♦ <input type="checkbox"/> 4♥ <input type="checkbox"/>	
	Other _____	Other _____		Dbl: Neg <input type="checkbox"/> _____ Pen <input type="checkbox"/> Other _____ Lebensohl <input type="checkbox"/> : _____	
LEADS vs NT	Suits	Primary Signals to:	SIGNALS	2NT _____ to _____ Puppet <input type="checkbox"/> 3♠ <input type="checkbox"/>	
	<input type="checkbox"/> Standard – Attitude <input type="checkbox"/>	Declarer's Lead Partner's Lead		Conv <input type="checkbox"/> _____ Tfr: 3Lvl <input type="checkbox"/> 4Lvl <input type="checkbox"/> Neg Dbl <input type="checkbox"/> Other _____	
LEADS vs NT	<input type="checkbox"/> Standard – Count <input type="checkbox"/>	<input type="checkbox"/> Attitude <input type="checkbox"/>	SIGNALS	3NT _____ to _____ One Suit <input type="checkbox"/>	
	<input type="checkbox"/> Upside Down – Attitude <input type="checkbox"/>	<input type="checkbox"/> Count <input type="checkbox"/>		2♣ _____ to _____ 2♦ Neg <input type="checkbox"/> Waiting <input type="checkbox"/>	
LEADS vs NT	<input type="checkbox"/> Upside Down – Count <input type="checkbox"/>	<input type="checkbox"/> Suit Preference <input type="checkbox"/>	SIGNALS	Very Str <input type="checkbox"/> Str <input type="checkbox"/> Nat <input type="checkbox"/> Conv <input type="checkbox"/> _____ Other _____	
	Exceptions _____	Exceptions _____		2♦ _____ to _____ New Suit NF <input type="checkbox"/>	
LEADS vs NT	Other Carding: _____	First Discard: Std <input type="checkbox"/> Upside Down <input type="checkbox"/>	SIGNALS	Wk <input type="checkbox"/> Int <input type="checkbox"/> Str <input type="checkbox"/> Conv <input type="checkbox"/> Rebids over 2NT: _____ Other _____	
	Smith Echo: Suits <input type="checkbox"/> NT <input type="checkbox"/> Reverse <input type="checkbox"/>	Lavinthal <input type="checkbox"/> Odd/Even <input type="checkbox"/> Other <input type="checkbox"/>		2♥ _____ to _____ New Suit NF <input type="checkbox"/>	
LEADS vs NT	Trump Signals _____	_____	SIGNALS	Wk <input type="checkbox"/> Int <input type="checkbox"/> Str <input type="checkbox"/> 2 Suits <input type="checkbox"/> Rebids over 2NT: _____ Other _____	
	CIRCLE CARD LED (if not bold):	CIRCLE CARD LED (if not bold):		2♠ _____ to _____ New Suit NF <input type="checkbox"/>	
LEADS vs NT	Length Leads: 4 <sup>th</sup> <input type="checkbox"/> 3 <sup>rd</sup> /5 <sup>th</sup> <input type="checkbox"/> 3 <sup>rd</sup> /Low <input type="checkbox"/>	Length Leads: 4 <sup>th</sup> <input type="checkbox"/> 3 <sup>rd</sup> /5 <sup>th</sup> <input type="checkbox"/> 3 <sup>rd</sup> /Low <input type="checkbox"/>	SIGNALS	Wk <input type="checkbox"/> Int <input type="checkbox"/> Str <input type="checkbox"/> 2 Suits <input type="checkbox"/> Rebids over 2NT: _____ Other _____	
	Attitude <input type="checkbox"/> Small from xx <input type="checkbox"/>	Attitude <input type="checkbox"/> 2 <sup>nd</sup> from xxxx(+) <input type="checkbox"/>		Jump Shift Resp _____	
LEADS vs NT	xx xxx xxxx xxxxx	xx xxx xxxx xxxxx	SIGNALS	Vs (Very) Str Open _____ NMF <input type="checkbox"/> 2Way NMF <input type="checkbox"/> XYZ <input type="checkbox"/> 4 <sup>th</sup> SF: 1Rnd <input type="checkbox"/> GF <input type="checkbox"/>	
	Hxx Hxxx Hxxxx	Hxx Hxxx Hxxxx		_____	
LEADS vs NT	After 1 <sup>st</sup> Trick _____	After 1 <sup>st</sup> Trick _____	SIGNALS	_____	
	Honor Leads: _____	Honor Leads: _____		_____	
LEADS vs NT	ⓐKx (+) Varies <input type="checkbox"/>	ⓐKxx (+) Varies <input type="checkbox"/>	SIGNALS	_____	
	KQx KJx JTx T9x	KQJx KQT9 QJTx JTx T9x		_____	
LEADS vs NT	Interior Seq: _____	Interior Seq: _____	SIGNALS	_____	
	KJTx KT9x QT9x	AQJx AJTx KT9x QT9x		_____	
LEADS vs NT	Exceptions _____	Exceptions _____	SIGNALS	_____	
	_____	_____		_____	