

DOUBLES	Negative <input type="checkbox"/> Thru <u>4♥</u> Penalty <input type="checkbox"/> Responsive <input type="checkbox"/> Thru <u>3♠</u> Maximal <input type="checkbox"/> Support <input type="checkbox"/> Thru <u>2x</u> Rdbl <input type="checkbox"/> T/O Style: _____ Other: <u>Snapdragon, DSIX at 3-level</u>	NT OVERCALLS	Direct 1NT <u>15+</u> to <u>18</u> Systems on <input type="checkbox"/> Balance 1NT <u>11</u> to <u>14</u> Systems on <input type="checkbox"/> Conv <input type="checkbox"/> _____ Jump to 2NT: 2 Lowest Unbid <input type="checkbox"/> Other: _____	OVERVIEW	Names: The Duck – Anony Mouse 1234567/9876543 <hr/> General Approach <u>Sub-Standard American</u> Min Expected HCP when Balanced: Opening <u>12</u> Responding <u>6</u> Forcing Open: <u>1♠</u> <input type="checkbox"/> <u>2♠</u> <input type="checkbox"/> Other: _____ 1NT Open: Str <input type="checkbox"/> Wk <input type="checkbox"/> Variable <input type="checkbox"/> Bids That May Require Preparation: _____	
	1-Lvl <u>6</u> to <u>16</u> Often 4 Cards <input type="checkbox"/> 2-Lvl <u>10</u> to <u>16</u> Jump Overcalls: Wk <input type="checkbox"/> Int <input type="checkbox"/> Str <input type="checkbox"/> Conv <input type="checkbox"/> <u>First 2 Jump O/C Roman</u> Responses _____ New suit: F <input type="checkbox"/> NF Const <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: _____ Support <input type="checkbox"/> Other: _____		vs Strong Direct vs Weak or Bal Dbl Penalty Dbl Penalty 2♣ <u>Diamonds</u> 2♣ <u>♣</u> 2♦ <u>Hearts</u> 2♦ <u>♦</u> 2♥ <u>Spades</u> 2♥ <u>♥</u> 2♠ <u>Clubs</u> 2♠ <u>♠</u> 2NT <u>Minors</u> 2NT <u>Minors</u> Other: _____		MINORS	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"/> Clubs or Balanced Resp: _____ Transfer Resp <input type="checkbox"/> 1♦ <u>Hearts</u> Bypass 5+ <input type="checkbox"/> Single: _____ 1NT <u>8</u> to <u>10</u> Jump: _____ 2NT <u>11</u> to <u>13</u> After Overcall: _____ NF <input type="checkbox"/> Inv+ <input type="checkbox"/> GF <input type="checkbox"/> Wk <input type="checkbox"/> Mixed <input type="checkbox"/> Inv <input type="checkbox"/>
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"/> <u>1 level</u> 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"/> <u>6 to 9</u> ♥♥ <input type="checkbox"/> <input type="checkbox"/> <u>10 to +</u> 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: <u>Kokish GT</u> <u>Drury: 2♣ 3-card LR, 2♦ 4-card 8-11</u>	Art Raises: 2NT <input type="checkbox"/> 3NT <input type="checkbox"/> Splitter <input type="checkbox"/> Other: <u>1 M-3NT 5 card, weak, A/K outside</u> 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	3-Lvl Style (Seat/Vul): <u>Sound 1/2 seat</u> <u>Anything in 3rd</u> Resp: _____ 4-Lvl Style: <u>Sound 1/2 seat</u> Resp: _____ <u>4♠/4♦ Trf</u> Other: _____	vs TAKEOUT DBL	2NT Overall: <u>15-17 Bal</u> T/O Dbl Thru <u>4♠</u> Penalty <input type="checkbox"/> 2NT Lebensohl Resp <input type="checkbox"/> <u>Transfer rps</u> Cuebid: <u>stopper ask</u> Jump Overcalls: <u>Leaping Michaels</u> Other: _____	NOTRUMP	1NT <u>14+</u> to <u>17</u> (If: not fav of 1NT) <u>1NT 10 to 13</u> Same Resp? <input type="checkbox"/> EHAA STY 5-Card Major <input type="checkbox"/> Sys on vs <u>2♣</u> 3♣ <u>GF Puppet</u> 2♠: Stayman <input type="checkbox"/> Puppet <input type="checkbox"/> Other <input type="checkbox"/> 2♦: Nat <input type="checkbox"/> Trf <input type="checkbox"/> Other <u>Nat/wk</u> 3♦ <u>5=5 minors GF</u> 2♥: Nat <input type="checkbox"/> Trf <input type="checkbox"/> Other <u>Nat/wk</u> 3♥ <u>3=1-(54)</u> 2♠: Nat <input type="checkbox"/> Trf <input type="checkbox"/> Other <u>Nat/wk</u> 3♠ <u>1=3-(54)</u> Other: <u>wk: 3 bids NAT INV</u> 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"/> Dbl: Neg <input type="checkbox"/> Pen <input type="checkbox"/> Other: _____ Lebensohl <input type="checkbox"/> <u>slow shows</u>	
	4♣ Gerber: Directly over NT <input type="checkbox"/> Over NT Seq <input type="checkbox"/> Non-NT Seq <input type="checkbox"/> 4NT: 0123 <input type="checkbox"/> 0314 <input type="checkbox"/> 1430 <input type="checkbox"/> Control Bids: <u>Italian Style</u> Vs. Interference: <u>DOPI/DEPO</u> Other: _____		Primary Signals to: Declarer's Lead Partner's Lead <input type="checkbox"/> Attitude <input type="checkbox"/> 1 <input type="checkbox"/> Count <input type="checkbox"/> 2 <input type="checkbox"/> Suit Preference <input type="checkbox"/> 3 Exceptions: <u>Obvious Shift Trick 1</u> First Discard: Std <input type="checkbox"/> Upside Down <input type="checkbox"/> Lavinthal <input type="checkbox"/> Odd/Even <input type="checkbox"/> Other <input type="checkbox"/>			
SLAMS	Suits _____ NT <input type="checkbox"/> <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"/> Exceptions: _____ Other Carding: _____ Smith Echo: Suits: <input type="checkbox"/> NT <input type="checkbox"/> Reverse <input type="checkbox"/> Trump Signals: <u>hi-lo wants ruff</u>	SIGNALS	Length Leads: 4 th <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 x x x x x x x x x x x x x x H x x H x x x H x x x x After 1 st Trick: _____ Honour Leads: _____ <u>A/K x(+) Varies</u> <input type="checkbox"/> <u>K unblock Q</u> 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: 4 th <input type="checkbox"/> 3 rd /5 th <input type="checkbox"/> 3 rd /Low <input type="checkbox"/> Attitude <input type="checkbox"/> 2 nd from xxx(+) x x x x x x x x x x x x x x x x H x x H x x x H x x x x After 1 st Trick: _____ Honour Leads: _____ A K x 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: _____	
	Leads vs Suits 1-Lvl <u>6</u> to <u>16</u> Often 4 Cards <input type="checkbox"/> 2-Lvl <u>10</u> to <u>16</u> Jump Overcalls: Wk <input type="checkbox"/> Int <input type="checkbox"/> Str <input type="checkbox"/> Conv <input type="checkbox"/> <u>First 2 Jump O/C Roman</u> Responses _____ New suit: F <input type="checkbox"/> NF Const <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: _____ Support <input type="checkbox"/> Other: _____		2♦ <u>6</u> to <u>11</u> Disciplined 1 st and 2 nd 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: <u>Feature ask</u> Other: _____ 2♥ <u>6</u> to <u>10</u> 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♠ <u>6</u> to <u>10</u> 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: <u>Soloway in non-comp, Fit J/S in comp and by PH</u> Vs (Very)Str Open: <u>CRaSh</u> NMF <input type="checkbox"/> 2Way NMF <input type="checkbox"/> XYZ <input type="checkbox"/> 4 th SF 1Rnd <input type="checkbox"/> GF <input type="checkbox"/> <u>DYWAD over disasters</u> <u>CRaSh after strong 1♣-1♦</u>			
LEADS vs SUITS	2♣ <u>Big</u> to _____ could be 8.5 PT w/Defence ♦ Resp: Neg <input type="checkbox"/> Waiting <input type="checkbox"/> Steps <input type="checkbox"/> 2♥ Neg <input type="checkbox"/> Very Str <input type="checkbox"/> Str <input type="checkbox"/> Nat <input type="checkbox"/> Conv <input type="checkbox"/> Other: <u>2NT = ♥positive</u>	2 LEVEL	2♦ <u>6</u> to <u>11</u> Disciplined 1 st and 2 nd 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: <u>Feature ask</u> Other: _____ 2♥ <u>6</u> to <u>10</u> 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♠ <u>6</u> to <u>10</u> 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: <u>Soloway in non-comp, Fit J/S in comp and by PH</u> Vs (Very)Str Open: <u>CRaSh</u> NMF <input type="checkbox"/> 2Way NMF <input type="checkbox"/> XYZ <input type="checkbox"/> 4 th SF 1Rnd <input type="checkbox"/> GF <input type="checkbox"/> <u>DYWAD over disasters</u> <u>CRaSh after strong 1♣-1♦</u>	OTHER	3NT _____ to _____ One Suit: <input type="checkbox"/> <u>solid minor, 0 outside</u> 2♣ <u>Big</u> to _____ could be 8.5 PT w/Defence ♦ Resp: Neg <input type="checkbox"/> Waiting <input type="checkbox"/> Steps <input type="checkbox"/> 2♥ Neg <input type="checkbox"/> Very Str <input type="checkbox"/> Str <input type="checkbox"/> Nat <input type="checkbox"/> Conv <input type="checkbox"/> Other: <u>2NT = ♥positive</u>	
	3NT _____ to _____ One Suit: <input type="checkbox"/> <u>solid minor, 0 outside</u> 2♣ <u>Big</u> to _____ could be 8.5 PT w/Defence ♦ Resp: Neg <input type="checkbox"/> Waiting <input type="checkbox"/> Steps <input type="checkbox"/> 2♥ Neg <input type="checkbox"/> Very Str <input type="checkbox"/> Str <input type="checkbox"/> Nat <input type="checkbox"/> Conv <input type="checkbox"/> Other: <u>2NT = ♥positive</u>					