SPECIAL DOUBLES	NOTRUMP OVERCALLS NAMESLiao & partner		
After Overcall: Penalty □	Direct: 15 to 18 Systems on ☑	GENERAL APPROACH	
Negative ☑ thru4H Responsive: ☐ thruMaximal ☐ Support: Dbl ☑ thru2HRdbl ☑ Card-showing ☐ Min. Offshape T/O ☐	Conv.balance-jump-2n=19-21	2-over-1	
Responsive: Thru Maximal	Balance: <u>11</u> to <u>15</u>	Two Over One: Game Forcing ☑ Game Forcing Except When Suit Rebid □	
Support: Dbl ☑ thru2H Rdbl ☑	Jump to 2NT: Minors ☐ 2 Lowest ☑	VERY LIGHT: Openings ☐ 3rd Hand Overcalls ☐ Preempts	
Card-showing ☐ Min. Offshape T/O ☐	Conv.Sandwich all seats	FORCING OPENING: 1. 2. Natural 2 Bids Other	
	DEFENSE VS NOTRUMP	NOTRUMP OPENING BIDS	
SIMPLE OVERCALL	vs: Strong Weak (15-)	1NT 3♣ INV	2NT 20 to 21
1-level <u>7</u> to <u>17</u> HCP (usually) Often 4 cards ☑ Very light style □	2♣ C + higher 1 suit	15 to 17 3♦ INV	Puppet Stayman ⊘
Often 4 cards ☑ Very light style □	2♦ D + higher H + S		
Responses New Suit: Forcing □ NFConst ☑ NF □	2♥ H+S H+m	to	
Jump Raise: Forcing ☐ Inv. ☐ Weak ✓	2♠ S S+m	5-Card Major Common ☐ 3♠ 55M GF	Jacoby 🗸 Texas 🗸
Jump Raise. Forcing Inv. Weak	Dbl one suit Penalty Other: 2N=mm	System On OverX, 2C	3♠ one minor
JUMP OVERCALL	Other: ZN=mm	2♣ Stayman 🗸 Puppet 🗌	
Strong ☐ Intermediate ☐ Weak ☑		2♦ Transfer to ♥ ✓ 4♦, 4♥ Trans	
Strong Intermediate Weak	OVER OPP'S T/O DOUBLE	Forcing Stayman Smolen	gamble
OPENING PREEMPTS	New Suit Forcing: 1-level ☑ 2-level ☐ Redouble implies no fit ☑	2♥ Transfer to ♠ ✓ Lebensohl ▼	(fast denies) Conventional NT Openings
Sound Light Very Light	2NT Over Limit + Limit Weak	2♠ to 3C Negative Do	ouble ☑ 2n-3n=5S4H
3/4-bids	Majors Majors	ZIVI IIVV	
3/4-bids □ ☑ □ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐	Minors	MAJOR OPENING	MINOR OPENING
DIRECT CUEBID	Other:	Expected Min. Length 4 5	Expected Min. Length 4 3 NF 0-2 Conv.
Over: Minor Major	VS OPENING PREEMPT DOUBLE IS	1st/2nd □ ☑	1♣ □☑ □
Natural	Takeout ☑ thru4H Penalty □	3rd/4th ✓ ✓	1♦ □☑ □
Strong T/O	Conv. Takeout:4N takeout 4S	RESPONSES	RESPONSES
Michaels 🗸 🗸	Lebensohl 2NT Response	Double Raise: Force ☐ Inv. ☐ Weak ☑	Double Raise: Force ☐ Inv. ☐ Weak ☑
		After Overcall: Force ☐ Inv. ☐ Weak ☑	After Overcall: Force ☐ Inv. ☐ Weak ☑
SLAM CONVENTIONS Gerber 2 4NT: Blackwood 🗌 RKC 🗹 1430 🗍		Conv. Raise: 2NT 3NT Splinter C	Forcing Raise: J/S in other minor
All 0314, Total K. Minorwood.		Other: Bergen all seat. 1M-2M=8-10	Single raise ✓ Other: 11+
SLAM CONVENTIONS Gerber ☑ 4NT: Blackwood ☐ RKC ☑ 1430 ☐ All 0314, Total K. Minorwood. Void Response. vs. Interference: DOPI ☑ DEPO ☐ Level:		1NT: Forcing ✓ Semi-forcing ☐ 2NT: Forcing ✓ Inv. ☐ to	Frequently bypass 4+♦ □ 1NT/1♣:6 to10
vs. Interference: DOPI ☑ DEPO ☐ Level:ROPI ☐		3NT: to	2NT: Forcing ☐ Inv. ☑ 11 to 12
LEADS (click card led, if not in bold) DEFENSIVE CARDING		Drury ♥ : Reverse ♥ 2-Way ♥ Fit ♥	3NT:13 to15
versus Suits versus Notrump	vs Suits vs NT	Other: Drury 3rd seat	Other:
Versus Notrump X x X X x X X x X x X x X x X x x x x			
$\begin{array}{cccccccccccccccccccccccccccccccccccc$	pt [DESCRIBE	RESPONSES/REBIDS
AKX 109X AKJX AQJX KQX KJ10X AJ109 A1098 Uns	side-Down Count	2 <u>♦22+</u> to HCP <u>or 9 tricks</u>	Control-steps to 3D
Q J x K 10 9 x K Q J x K Q 10 9 Upsid	de-Down Attitude	Strong Other □ 2♦ Response: Neg □ Waiting □control-steps	0-1 / 2 /AK /3K /4 /5+ DOPI 0/1/2/3/4/5 to 3D
J 10 x Q 10 9 x Q J 10 x Q 10 9 8 FIRS	T DISCARD	<u> </u>	
K Q 10 9 J 10 9 x 10 9 8 x Lavin		2 ◆ 4 to 10 HCP Natural: Weak ☑ Intermediate □ Strong □ Cont	Ogust V □ 2NT Force ✓ New Suit NF ✓
Length Leads: Odd/	Even 🗸 🗸	2♥4 to 10 HCP	ZNT Force William Suit NF W
4th Best vs Suits ☐ vs NT ✓		Natural: Weak ✓ Intermediate ☐ Strong ☐ Con	v ☐ 2NT Force ✓ New Suit NF ✓
3rd/5th Best vs Suits ✓ vs NT □ OTH		24 to 10 HCP	ZIVI I OICE V INEW SUIT IVI
	Matural Wool S Intermediate Common Common Mary Suit NE S		V NEW Suit NE
i timisi) oigital to partition of total Internal Control of the C			
		OTHER CONV CALLS: New Minor Forcing 2-Way NMF	
SPECIAL CARDING □ PLEASE ASK		Weak jump shifts: In Comp. ☑ Not In Comp. ☑ 4th Suit Forcing: 1 Round ☐ To Game ☑	
SPECIAL CARDII	NO U PLEASE ASK	4th Suit Forcing: 1 Round □ 10 Game ☑ UvU: L=inv, H=GF	
	0.0. E 111V, 11 OI		

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