

<p>SPECIAL DOUBLES</p> <p>After Overcall: Penalty <input type="checkbox"/></p> <p>Negative <input checked="" type="checkbox"/> thru <u>4H</u></p> <p>Responsive: <input checked="" type="checkbox"/> thru <u>4D</u> Maximal <input checked="" type="checkbox"/></p> <p>Support: Dbl <input checked="" type="checkbox"/> thru <u>2H</u> Rdbl <input checked="" type="checkbox"/></p> <p>Card-showing <input type="checkbox"/> Min. Offshape T/O <input type="checkbox"/></p>	<p>NOTRUMP OVERCALLS</p> <p>Direct: <u>15</u> to <u>18</u> Systems on <input checked="" type="checkbox"/></p> <p>Conv. <u>Sandwich Passhand</u></p> <p>Balance: <u>11</u> to <u>15</u></p> <p>Jump to 2NT: Minors <input type="checkbox"/> 2 Lowest <input checked="" type="checkbox"/></p> <p>Conv.</p>	<p>NAMES Jason Ji - Daniel Liu</p> <p>GENERAL APPROACH</p> <p><u>2/1 with Short Club Transfer</u></p> <p>Two Over One: Game Forcing <input checked="" type="checkbox"/> Game Forcing Except When Suit Rebid <input type="checkbox"/></p> <p>VERY LIGHT: Openings <input type="checkbox"/> 3rd Hand <input checked="" type="checkbox"/> Overcalls <input checked="" type="checkbox"/> Preempts <input checked="" type="checkbox"/></p> <p>FORCING OPENING: <u>1♣</u> <input type="checkbox"/> <u>2♣</u> <input checked="" type="checkbox"/> Natural 2 Bids <input type="checkbox"/> Other <input type="checkbox"/></p>																																							
<p>SIMPLE OVERCALL</p> <p>1-level <u>6</u> to <u>17</u> HCP (usually)</p> <p>Often 4 cards <input type="checkbox"/> Very light style <input type="checkbox"/></p> <p>Responses</p> <p>New Suit: Forcing <input type="checkbox"/> NF Const <input checked="" type="checkbox"/> NF <input type="checkbox"/></p> <p>Jump Raise: Forcing <input type="checkbox"/> Inv. <input type="checkbox"/> Weak <input checked="" type="checkbox"/></p> <p><u>1o1=F, 2o2=F, 2o1=NF.</u></p>	<p>DEFENSE VS NOTRUMP</p> <p>vs: <u>Strong</u> <u>Weak (15-)</u></p> <p><u>2♣ both M</u> <==</p> <p><u>2♦ one M</u> <==</p> <p><u>2♥ H + m</u> <==</p> <p><u>2♠ S + m</u> <==</p> <p>Dbl <u>M4m5 or strong</u> <u>Penalty</u></p> <p>Other: <u>2n=mm</u></p>	<p>NOTRUMP OPENING BIDS</p> <table style="width:100%;"> <tr> <td style="width:50%;"><u>1NT</u></td> <td style="width:50%;"><u>3♣ ask M5</u></td> </tr> <tr> <td><u>15</u> to <u>17</u></td> <td><u>3♦ 55 mm GF</u></td> </tr> <tr> <td>to</td> <td><u>3♥ 3-1-45 GF</u></td> </tr> <tr> <td>5-Card Major Common <input checked="" type="checkbox"/></td> <td><u>3♠ 1-3-45 GF</u></td> </tr> </table> <p>System On Over <u>X / 2C</u></p> <p><u>2♣ Stayman</u> <input checked="" type="checkbox"/> <u>Puppet</u> <input type="checkbox"/></p> <p><u>2♦ Transfer to ♥</u> <input checked="" type="checkbox"/> <u>4♦, 4♥ Transfer</u> <input checked="" type="checkbox"/></p> <p><u>2♥ Transfer to ♠</u> <input checked="" type="checkbox"/> <u>Smolen</u> <input checked="" type="checkbox"/></p> <p><u>2♠ C or size ask</u> <u>Lebensohl</u> <input checked="" type="checkbox"/> (<u>fast denies</u>)</p> <p><u>2NTD or 55m</u> <u>Negative Double</u> <input checked="" type="checkbox"/> <u>L2</u></p>		<u>1NT</u>	<u>3♣ ask M5</u>	<u>15</u> to <u>17</u>	<u>3♦ 55 mm GF</u>	to	<u>3♥ 3-1-45 GF</u>	5-Card Major Common <input checked="" type="checkbox"/>	<u>3♠ 1-3-45 GF</u>																														
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<p>SLAM CONVENTIONS Gerber <input type="checkbox"/> 4NT: Blackwood <input type="checkbox"/> RKC <input checked="" type="checkbox"/> 1430 <input checked="" type="checkbox"/></p> <p><u>all 1430. Optional-Minorwood, EKCB-0314</u></p> <p><u>PKCB 01122. Void Response. Non-serious</u></p> <p>vs. Interference: <u>DOPI</u> <input checked="" type="checkbox"/> <u>DEPO</u> <input checked="" type="checkbox"/> Level: <u>DEPO>5T</u> <u>ROPI</u> <input type="checkbox"/></p>																																									
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<p>OTHER CONV CALLS: <u>New Minor Forcing</u> <input type="checkbox"/> <u>2-Way NMF</u> <input type="checkbox"/> <u>XYZ</u></p> <p>Weak jump shifts: In Comp. <input checked="" type="checkbox"/> Not In Comp. <input checked="" type="checkbox"/></p> <p><u>4th Suit Forcing: 1 Round</u> <input type="checkbox"/> <u>To Game</u> <input checked="" type="checkbox"/> <u>UvU=LL-HH</u></p> <p><u>1M (X) xfer from 2C. 1M (X/OC) 2N=4/LR+, (1x) 1M (x) 2N=4/LR+</u></p> <p>vs Big-1C: <u>X=MM, 1N=one suit, 2x=x+above</u></p>																																									

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