	SPECIAL DOUBLE	S	NOTRUMP OVERCALLS		NAMESRon and Jia			
After Overcall: Pe			Direct: <u>15</u> to <u>18</u> Sys	stems on 🗹			GENERAL APPROACH	
Negative ☑ thru <u>3</u>			Conv.2♠ is Stayman			2/1		
			Balance: 12 to 15			Two Over One: Game Forcing ☑ Game Forcing Except When Suit Rebid ☐		
Support: Dbl ☑ thru2♥Rdbl ☑ Card-showing □ Min. Offshape T/O □			Jump to 2NT: Minors 2 Lowest Conv.2 other suits - higher suit		VERY LIGHT: Openings 3rd Hand Overcalls Preempts			
Card-snowing []	Min. Olishape 170					FORCING OPENING: 1♣ ☐ 2♣ ☑ Natural 2 Bids ☐ Other ☐		
	OUMBLE OVEROAL			NSE VS NOTRUMP		NOTRUMP OPE	NING BIDS	
1 lovel 9 to 15	SIMPLE OVERCAL	-L	vs: 2♣ Both major			1NT	3 ≜ Puppet	2NT <u>20</u> to <u>21</u>
1-level <u>8</u> to <u>15</u> Often 4 cards □ \	O HCP (usually)		2♦ Both major 2♦ one 6 card M			14 to 17	3♦3 suiter s/v in H	Puppet Stayn
Oileil 4 cards 🗆 V	Responses		2♥ Heart & Minor			to	3♥ 3 suiter s/v in S	Transfer Resp
New Suit: Forcing	NFConst □ NF □		2 Spade & Minor			5-Card Major Common	3♠ both minor slam	Jacoby ✓ Tex
	cing 🗌 Inv. 🗌 Weak 🗸		Dbl 4+M/5+m or 19+	or 1 6+ minor	<u> </u>	•	3€ both minor stam	· -
Cuebid is 1-round			Other: 2NT Minors	01 1 01 11111101		System On OverDbl/2C		3 . Minors
	JUMP OVERCALI		other. <u>2141 Millors</u>			2♣ Stayman ☑ Puppet □		
Strot	ng Intermediate		OVER	OPP'S T/O DOUBLE		2♦ Transfer to ♥ ☑	4♦, 4♥ Transfer ✓	3NT to
Chong Intermediate Vector			New Suit Forcing: 1-lev			Forcing Stayman ☐ 2♥ Transfer to ♣ ♥	Smolen 🗸	Gambling 3nt
	OPENING PREEMP	TC	Redouble implies no fit			2 → Size Ask	Lebensohl ☑ (Fast der	
	Sound Light	Very Light	2NT Over	Limit + Limit	Weak	2NTxfer to a Minor	Negative Double 🗌	_
3/4-bids			Maiors					
Conv./Resp.		_	Minors			MAJOR OPENING		MINOR OPENING
	DIRECT CUEBID		Other: Weak jump raise & jump shift		Expected Min. Length 4 5		ength 4 3 NF 0-2 Conv.	
		Minor Major	VS OPENIN	G PREEMPT DOUBLE	IS	1st/2nd □ 🔽	1♣	
Natural			Takeout ✓ thru3◆		Penalty	3rd/4th □ 🔽	1 ♦	
Strong T/O			Conv. Takeout:	-		RESPONSES		RESPONSES
Michaels			Lebensohl 2NT Respon			Double Raise: Force 🗌 Inv. 🗌 Weak 🗹		orce 🗌 Inv. 🗌 Weak 🗹
over m both M, ov	ver M, other M+m		Other: 2NT/Weak 2=16	-19 HCP		After Overcall: Force Inv. Weak		orce ☐ Inv. ☐ Weak ☑
SLAM CONVENTIONS Gerber ☑ 4NT: Blackwood □ RKC ☑ 1430 ☑						Conv. Raise: 2NT ☑ 3NT ☐ Splinter ☑		/S in other minor
Gerber over 1NT & 2NT openings (04, 1, 2, 3)						Other:	Single raise 🗸 C	
Pick a slam						1NT: Forcing ✓ Semi-forcing □	Frequently bypa:	
vs. Interference: [DOPI 🗹 DEPO 🗌 Lev	el:D=0, P=1, Next s	uit=2, etc.	-2, etc. ROPI □		2NT: Forcing ✓ Inv. □ to	1NT/1 . 7 to 10	
	LEADS (click	card led, if not in bol	d)	DEFENSIVE CARDING		3NT: <u>13</u> to <u>15</u> Drury ☑ : Reverse □ 2-Way □ Fit □	2NT: Forcing ☐ I	Inv. <u>✓ 11 to 12</u>
ve	ersus Suits	VA	rsus Notrump		s Suits vs NT		3NT: <u>13</u> to <u>15</u>	
x <u>x</u>	x 🛛 x x	x x x x	x x x x	Standard:		Other: Rev, Bergen;	Other:	
X X X X A K X X X Q X X Q X Q X Q J X J 10 X X X X X X X X X X X X X X X X X X	<u>x</u>	x x	x x x x x	Except		DESCRIB	E	RESPONSES/REE
<u>Α</u> Κ x	10 9 x	ΑKJX	A 🔃 J x			2 <u>♦22</u> to HCP Or 9+ tricks		kokish
K Q x	K J 10 x	A 10 9	A 10 9 8	Upside-Down Count		Strong Other		
Q J X	K 10 9 x Q 10 9 x	K Q J x Q J 10 x	К <mark>Q</mark> 10 9 Q 10 9 8	Upside-Down Attitude	V	2♦ Response: Neg ☑ Waiting □0-1 (A=2,K=1	1)	
K Q 10 9	Q [IU] 9 X	J 10 9 x	10 9 8 x	FIRST DISCARD	0 0	2♦5 to 10 HCP Normally good 6-card suit		RONF; 2NT Ogust
K Q 10 9	l en	gth Leads:	[10] 9 0 X	Lavinthal Odd/Even		Natural: Weak ☑ Intermediate ☐ Strong ☐ C	onv 🗌	2NT Force ✓ New Suit
	4th Best		vs Suits ☑ vs NT 및			2▼5 to 10 HCP Normally good 6-card suit		RONF; 2NT Ogust
	3rd/5th Best		rs Suits	OTHER CARDING		Natural: Weak ☑ Intermediate ☐ Strong ☐ C	onv 🗌	2NT Force ✓ New Suit
Office OARDING						2♠5 to 10 HCP Normally good 6-card suit RONF; 2NT Ogust		
Primary signal to partner's leads						Natural: Weak ☑ Intermediate ☐ Strong ☐ Conv ☐ 2NT Force ☑ New Suit N		
Attitude ☑ Count ☐ Suit Preference ☐ Foster Echo ☐ ☐						OTHER CONV CALLS: New Minor Forcing 2 2-Way NMF 2		
SPECIAL CARDING PLEASE ASK						Weak jump shifts: In Comp. ☑ Not In Comp. ☑		
						4th Suit Forcing: 1 Round ☐ To Game ☑		
						XYZ;Drury, MaCabe		
				_				

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