	SPECIAL DOUBLE	S	NOTRUMP OVERCALLS			NAMESDavid Y and Wenmin Ch			
After Overcall: Penalty			Direct: 16 to 18 Systems on ✓			GENERAL APPROACH			
Negative 🗹 thr			Conv.			Precision			
Responsive: 🗹		Maximal 🗹				Two Over One: Game Forcing  Game Forcing Exce	ept When Suit Rebid		
Support: Dbl 🗹		Rdbl 🖫	Jump to 2NT: Minors   2 L	ımp to 2NT: Minors ☐ 2 Lowest ☑		VERY LIGHT: Openings ☐ 3rd Hand ☑ Overcalls ☐ Preempts ☐			
Card-showing (	☐ Min. Offshape T/O ☐		Conv			FORCING OPENING: 1 2 2 Natural 2 Bids C	Other		
			DEFEN	ISE VS NOTRUMP		NOTRUMP OPEN			
SIMPLE OVERCALL			vs:			1NT 3♣6+C, 8-10HCP		2NT 20 to 21	
	17 HCP (usually)		2♣ C+other			13 to 15	3♦6+C, 8-10HCPD	Puppet Stayman □	
Often 4 cards [	☐ Very light style ☐		2♦ <u>D+M</u>			to	3♥ 13(45), GF	Transfer Responses:	
Name Coate Fame	Responses ing ☑ NFConst ☐ NF ☐		2♥ Majors						
	orcing 🔲 Inv. 🗌 Weak 🗸		2 <b>★</b> 6+S			5-Card Major Common 🗹	3 <b>♠</b> 31(45), GF	Jacoby 🗌 Texas 🗌	
pullip Raise. Fo	ording 🗀 inv. 🗀 vveak 🌌		Dbl one suit hand			System On Over2C		3 <u>♦</u> Natural F	
			Other:			2♣ Stayman ☑ Puppet □		•	
JUMP OVERCALL Strong  □ Intermediate  □ Weak ☑						2♦ Transfer to ♥ □	4♦, 4♥ Transfer ✓	3NT to	
			OVER OPP'S T/O DOUBLE			Forcing Stayman 🗹	Smolen	Gambling, no other K+	
			New Suit Forcing: 1-level 🗸	] 2-level □		2♥ Transfer to ♠ □	Lebensohl ☑ ( F denies)	Conventional NT Openings	
	OPENING PREEMP		Redouble implies no fit 🗹			2 <b>≙</b> to play	Negative Double 🗹 4H		
	Sound Light	Very_Light	2NT Over	Limit + Limit	Weak	2NTto 3C			
3/4-bids			Majors Minors	<b>7</b>		MAJOR OPENING	MI	NOR OPENING	
Conv./Resp			Minors ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐		Expected Min. Length 4 5		Expected Min, Length 4 3 NF 0-2 Conv.		
	DIRECT CUEBID					1st/2nd	• •	, ,	
	Over:	Minor Major		PREEMPT DOUBLE IS		3rd/4th □ ✓			
Natural			Takeout ✓ thru4H		Penalty	RESPONSES		RESPONSES	
Strong T/O			Conv. Takeout:			Double Raise: Force ☐ Inv. ☐ Weak ☑	Double Raise: Force  ☐ Inv		
Michaels ✓ ✓ Lebensohl 2NT Response ✓				✓		After Overcall: Force   Inv.   Weak		After Overcall: Force  Inv.  Weak	
			Other:		Conv. Raise: 2NT 3NT Splinter		Forcing Raise: J/S in other minor		
SLAM CONVENTIONS Gerber 🔃 4NT: Blackwood 🗾 RKC 🗾 1430 🗹						Other:		Single raise Other:	
						1NT: Forcing ✓ Semi-forcing □			
					2NT: Forcing ✓ Inv. ☐12 to	in requestity bypass 41♥ □ INT/1♠:8 to13			
vs. Interference	e: DOPl 🛛 DEPO 🗌 Level		ROPI 🗸			3NT: to	2NT: Forcing ✓ Inv. □	to	
	LEADS (clic	k card led, if not in bo	) DEFENSIVE CARDING			Drury ☑: Reverse ☐ 2-Way ☑ Fit ☐	3NT: to	<u></u>	
	versus Su <u>it</u> s		versus Notrump	\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \	vs Suits vs NT	Other: 2C asking	Other: 2NT any 6+ solid s	uit	
x x	x x 🛛 <b>x</b> _	x x	x x <b>x</b>	Standard:			Other. Zivi any or solid s		
X X X	$\times \times \overline{\times} \times \overline{\times}$	<b>x</b> × 🗵	x x x x x	Except small encour	age on N	DESCRIBE	L	RESPONSES/REBIDS	
A <b>K</b> x <b>K</b> Q x	<b>10</b> 9 x	A K J x	AQJX			2 <u>♦11</u> to <u>15</u> HCP	P	D asking	
K C X	K <mark>J</mark> 10 x K <b>10</b> 9 x	Ā <b>J</b> 10 9 <b>K</b> Q J x	A <b>10</b> 9 8 K <b>Q</b> 10 9	Upside-Down Count		Strong Other 5C+M, or 6+C			
Q J x J 10 x	Q 10 9 x	<b>Q</b> J 10 x	Q 10 9 Q 10 9 8	Upside-Down Attitude		2♦ Response: Neg ☐ Waiting ☐asking	-		
K Q 10 9	Q IU 3 X	J 10 9 x	10 9 8 x	FIRST DISCARD Lavinthal		2♦6 to 10 HCPboth Majors		D asking	
I 🖳 10 0	1.0	ength Leads:	10 3 3 %	Odd/Even		Natural: Weak  Intermediate Strong Conv		NT Force New Suit NF	
	4th Best		Odd/Even ☑ □ vs Suits □ vs NT ☑ □		2♥2 to 10 HCP		gust		
	3rd/5th Best		vs Suits 🗸 vs NT	OTHER CARDING	U	Natural: Weak 🗸 Intermediate 🗌 Strong 🗀 Conv 🗀		NT Force New Suit NF	
small encourag			Attitude vs NT	Smith Echo		2 <u>♦</u> 2 to <u>10</u> HCP		gust	
Primary signal to partner's leads				Trump Suit Pref.		Natural: Weak ✓ Intermediate ☐ Strong ☐ Conv ☐		NT Force New Suit NF	
Attitude 🗹 Count 🗆 Suit Preference 🔾 Foster Echo 🔻 🗆					OTHER CONV CALLS: New Minor Forcing 2-Way	NMF 🗸			
						Weak jump shifts: In Comp. 🗌 Not In Comp. 🖳			
	S	PECIAL CARD	ING ☑ PLEASE ASK			4th Suit Forcing: 1 Round ☐ To Game ☑			
S. 257/2 STILDING BY ELAGE AGIC						1C opening, more to see Doc, unusual vs unusual ,xy	z,		

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