

SPECIAL DOUBLES
 After Overcall: **Penalty** _____
 Negative thru 4H
 Responsive: thru 3♣ _____ Maximal
 Support: **DbI** thru 3D _____ **Rdbl**
 Card-showing Min. Offshape T/O
 Lightning X

SIMPLE OVERCALL
 1-level 6 to 16 HCP (usually)
 Often 4 cards Very light style
Responses
 New Suit: Forcing NFConst NF
 Jump Raise: Forcing Inv. Weak

JUMP OVERCALL
 Strong Intermediate Weak

OPENING PREEMPTS
 Sound Light Very Light
 3/4-bids _____
 Conv./Resp. _____

DIRECT CUEBID
 Over: Minor Major
 Natural _____
 Strong T/O _____
 Michaels _____

SLAM CONVENTIONS Gerber 4NT: Blackwood RKC 1430
 minorwood/voidwood 3014; 5NT: Specific K;

vs. Interference: DOPI DEPO Level: _____

LEADS (click card led, if not in bold)
 versus Suits versus Notrump

x x	x x x x	x x	x x x x
x x x	x x x x x	x x x	x x x x x
A K x	10 9 x	A K J x	A Q J x
K Q x	K J 10 x	A J 10 9	A 10 9 8
Q J x	K 10 9 x	K Q J x	K Q 10 9
J 10 x	Q 10 9 x	Q J 10 x	Q 10 9 8
K Q 10 9		J 10 9 x	10 9 8 x

Length Leads:
 4th Best vs Suits vs NT
 3rd/5th Best vs Suits vs NT

Primary signal to partner's leads
 Attitude Count Suit Preference

DEFENSIVE CARDING
 Standard: vs Suits vs NT
 Except _____

Upside-Down Count _____
 Upside-Down Attitude _____

FIRST DISCARD
 Lavinthal _____
 Odd/Even _____

OTHER CARDING
 Smith Echo _____
 Trump Suit Pref. _____
 Foster Echo _____

SPECIAL CARDING PLEASE ASK

NOTRUMP OVERCALLS
 Direct: 15 to 18 Systems on
 Conv. _____
 Balance: 11 to 14
 Jump to 2NT: Minors 2 Lowest
 Conv. _____

DEFENSE VS NOTRUMP
 vs: strong NT _____ weak NT OC
 2♣ **DONT** _____ CAPP _____
 2♦ _____
 2♥ _____
 2♠ _____
 Dbl _____
 Other: unusual 2NT

OVER OPP'S T/O DOUBLE
 New Suit Forcing: 1-level 2-level
 Redouble implies no fit _____
 2NT Over _____ Limit + _____ Limit _____ Weak _____
 Majors _____
 Minors _____
 Other: Jordan 2NT only on Majors

VS OPENING PREEMPT DOUBLE IS
 Takeout thru 4♥ _____ Penalty
 Conv. Takeout: _____
 Lebensohl 2NT Response
 Other: 4NT on 4H/4S T/O for 2 suits

NAMES zhaoke & leon

GENERAL APPROACH
 Two Over One: Game Forcing Game Forcing Except When Suit Rebid
 VERY LIGHT: Openings 3rd Hand Overcalls Preempts
 FORCING OPENING: 1♣ 2♠ Natural 2 Bids Other

NOTRUMP OPENING BIDS

1NT	3♣ puppet _____	2NT <u>20</u> to <u>21</u>
14+ to 18- _____	3♦ <u>55</u> strong minors _____	Puppet Stayman <input checked="" type="checkbox"/>
_____ to _____	3♥ <u>31(54)</u> GF _____	Transfer Responses: _____
5-Card Major Common <input type="checkbox"/>	3♠ <u>513(54)</u> GF _____	Jacoby <input checked="" type="checkbox"/> Texas <input checked="" type="checkbox"/>
System On Over X, 2C _____		3♠ minors slam inv _____
2♣ Stayman <input checked="" type="checkbox"/> Puppet <input type="checkbox"/>		
2♦ Transfer to ♥ <input checked="" type="checkbox"/>		
Forcing Stayman <input type="checkbox"/>		
2♥ Transfer to ♠ <input checked="" type="checkbox"/>		
2♠ size ask / ->3C _____		
2NT->3D / weak mm _____		
	4♦, 4♥ Transfer <input checked="" type="checkbox"/>	3NT _____ to _____
	Smolen <input checked="" type="checkbox"/>	G3NT _____
	Lebensohl <input checked="" type="checkbox"/> (fast denies)	Conventional NT Openings _____
	Negative Double <input checked="" type="checkbox"/> 2&3	

MAJOR OPENING
 Expected Min. Length 4 5
 1st/2nd
 3rd/4th

RESPONSES
 Double Raise: Force Inv. Weak
 After Overcall: Force Inv. Weak
 Conv. Raise: 2NT 3NT Splinter
 Other: Jacoby 2NT

1NT: Forcing Semi-forcing
 2NT: Forcing Inv. _____ to _____
 3NT: 13 to 15
 Drury : Reverse 2-Way Fit
 Other: On X/1S/2C/2D

MINOR OPENING
 Expected Min. Length 4 3 NF 0-2 Conv.
 1♣
 1♦

RESPONSES
 Double Raise: Force Inv. Weak
 After Overcall: Force Inv. Weak
 Forcing Raise: J/S in other minor
 Single raise Other: INVM, F1

Frequently bypass 4+♦
 1NT/1♣: 8 to 10
 2NT: Forcing Inv. 11 to 12
 3NT: 13 to 15
 Other: INVM off on X

DESCRIBE	RESPONSES/REBIDS
2♣ <u>22</u> to + _____ HCP or 9+ quick tricks Strong <input checked="" type="checkbox"/> Other <input type="checkbox"/>	double negative X/XX: bust
2♦ Response: Neg <input type="checkbox"/> Waiting <input checked="" type="checkbox"/>	
2♠ <u>5</u> to <u>10</u> HCP 5-6 cards Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/>	Ogust 2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>
2♥ <u>5</u> to <u>10</u> HCP 5-6 cards Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/>	Ogust 2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>
2♠ <u>5</u> to <u>10</u> HCP 5-6 cards Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/>	Ogust 2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>

OTHER CONV CALLS: New Minor Forcing 2-Way NMF
 Weak jump shifts: In Comp. Not In Comp. always _____
 4th Suit Forcing: 1 Round To Game _____
 DOC over strong club; help suit game try; _____
 unusual over unusual; leaping Michael s _____