



NAMES Jerry Jia & Leon Yu

GENERAL APPROACH

2/1

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 14+ to 17
to
5-card Major common System on over X, 2♣
2♣ Stayman Puppet
2♦ Transfer to ♥ Forcing Stayman
2♥ Transfer to ♠ size ask or 3♣
2NT -> 3♦ / weak mm

2NT 20 to 21
Puppet Stayman
Transfer Responses:
Jacoby Texas
3♠ -> 3NT play/mmslam
3NT: 5♠4♥

3NT G3NT to
1st/2nd no side A/K
Conventional NT Openings

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 Splitter
Other: Jacoby 2NT; reverse Bergen
1NT: Forcing Semi-forcing
2NT: Forcing Inv. 12+ to
3NT: 13 to 15
Drury Reverse 2-Way Fit
On X/1♠/2♣
Other: Q=LR+;

MINOR OPENING

Expected Min. Length 4 3 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+♦ 12-, Walsh
1NT/1♣ 6 to 10-
2NT Forcing Inv. 10+ to 12
3NT: 12+ to 15
Other INVM off X

SPECIAL DOUBLES

After Overcall: Penalty
Negative thru 4♥
Responsive : thru 3♠ Maximal
Support: Dbl. thru 3♦ Redbl
Card-showing Min. Offshape T/O
Lightner X; Snapdragon to 3♠

SIMPLE OVERCALL

1 level 6 to 16 HCP (usually)
often 4 cards very light style
Responses
New Suit: Forcing NF Const NF
Jump Raise: Forcing Inv. Weak
Q=LR+; JQ=MR;

JUMP OVERCALL

Strong Intermediate Weak
leaping Michaels; Ogust 2NT

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
kickback; voidwood 1430; 1x-4NT/1NT|2NT-4♣ asking As 04-1-2-3;
5NT: specific K; 5NT Pick-a-Slam; GSF

vs Interference: DOPI DEPO Level: 5 level ROPI

LEADS (circle 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 T 9 x	(A)K J x A Q J x
K Q x K J T x	A J T 9 A T 9 x
Q J x K T 9 x	K Q J x K Q T 9
J T 9 Q T 9 x	Q J T x Q T 9 x
K Q T 9	J T 9 x T 9 x x

LENGTH LEADS:

4th Best vs SUITS vs NT
3rd/5th Best vs SUITS vs NT
Attitude vs NT

Primary signal to partner's leads

Attitude Count Suit preference

SPECIAL CARDING

NOTRUMP OVERCALLS

Direct: 15 to 18 Systems on
Conv. Sandwich 1/2NT
Balancing: 11 to 14
Jump to 2NT: Minors 2 Lowest
Conv. Unusual 2NT

DEFENSE VS NOTRUMP

vs: Strong Weak
2♣ ♣ + higher one suit
2♦ ♦ + higher ♥ + ♠
2♥ ♥ + ♠ ♥ + m
2♠ ♠ + m ♠ + m
Dbl: single suit penalty
Other DONT Capp
2NT: unusual 2NT

OVER OPP'S T/O DOUBLE

New Suit Forcing: 1 level 2 level
Jump Shift: Forcing Inv. Weak
Redouble implies no fit
2NT Over Limit+ Limit Weak
Majors
Minors
Other Jordan 2NT

VS Opening Preempts Double Is

Takeout thru 3♠ Penalty
Conv. Takeout: _____
Lebensohl 2NT Response
Other: 4NT over 4♠ T/O with 2 suits

DEFENSIVE CARDING

vs SUITS vs NT
Standard:
Except
Upside-Down:
count
attitude

FIRST DISCARD

Lavinthal
Odd/Even

OTHER CARDING

Smith Echo Reverse
Trump Suit Pref.
Foster Echo

PLEASE ASK

OTHER CONV. CALLS: New Minor Forcing: 2-Way NMF XYZ, off BPH

Weak Jump Shifts: In Comp. Not in Comp.

4th Suit Forcing: 1 Rd. Game

western cuebid; Unusual vs. unusual;

help suit game try; wolff signoff; Suction on strong 1♣;

ELCD;