



SPECIAL DOUBLES

After Overcall: Penalty _____
 Negative thru 4♥
 Responsive : thru 4♥ Maximal
 Support: Dbl. thru 2♥ Redbl
 Card-showing Min. Offshape T/O

NOTRUMP OVERCALLS

Direct: 15 to 18 Systems on
 Conv. _____
 Balancing: 10 to 16
 Jump to 2NT: Minors 2Lowest
 Conv. _____

NAMES Howard Lin and Chai Yanjie (linxu01/ntchai)

GENERAL APPROACH

2 over 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 _____

SIMPLE OVERCALL

1 level 7 to 18 HCP (usually)
 often 4 cards very light style
Responses
 New Suit: Forcing NFConst NF
 Jump Raise: Forcing Inv. Weak

DEFENSE VS NOTRUMP

vs:
 2♣ ♣ + higher _____
 2♦ ♦ + major _____
 2♥ ♥ + ♠ _____
 2♠ ♠ _____
 Dbl: one-suiter _____
 Other _____

NOTRUMP OPENING BIDS

1NT 14+ to 17
 _____ to _____
 5-card Major common 3♥ 31(45)
 System on over X, 2♣ 3♠ 13(45)
 2♣ Stayman Puppet
 2♦ Transfer to ♥ 4♦, 4♥ Transfer
 Forcing Stayman Smolen
 2♥ Transfer to ♠ Lebensohl (fast denies)
 2♠ transfer ♣ _____ Neg. Double _____
 2NT _____ Other: _____

2NT 20 to 21
 Puppet Stayman
Transfer Responses:
 Jacoby Texas
 3♠ _____

3NT _____ to _____
 gambling _____

Conventional NT Openings

JUMP OVERCALL

Strong Intermediate Weak

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 _____

OPENING PREEMPTS

Sound Light Very Light
 3/4-bids
 Conv./Resp. new suit forcing

MAJOR OPENING

Expected Min. Length	4	5
1st/2nd	<input type="checkbox"/>	<input type="checkbox"/>
3rd/4th	<input type="checkbox"/>	<input type="checkbox"/>

MINOR OPENING

Expected Min. Length	4	3	0-2	Conv.
1♣	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
1♦	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

RESPONSES

Double Raise: Force Inv. Weak
 After Overcall: Force Inv. Weak
 Conv. Raise: 2NT 3NT Splinter
 Other: Jacoby, R. Bergen
 1NT: Forcing Semi-forcing
 2NT: Forcing Inv. _____ to _____
 3NT: _____ to _____
 Drury : Reverse 2-Way Fit
 Other: _____

RESPONSES

Double Raise: Force Inv. Weak
 After Overcall: Force Inv. Weak
 Forcing Raise: J/S in other minor
 Single raise Other: _____
 Frequently bypass 4+♦
 1NT/1♣ 6 to 10
 2NT Forcing Inv. 12 to 15
 3NT: 16 to 17
 Other _____

DIRECT CUEBID

OVER:	Minor	Major
Natural	<input type="checkbox"/>	<input type="checkbox"/>
Strong T/O	<input type="checkbox"/>	<input type="checkbox"/>
Michaels	<input type="checkbox"/>	<input type="checkbox"/>

VS Opening Preempts Double Is

Takeout thru 4♠ Penalty
 Conv. Takeout: _____
 Lebensohl 2NT Response
 Other: _____

SLAM CONVENTIONS Gerber : 4NT: Blackwood RKC 1430

vs Interference: DOPI DEPO 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

DEFENSIVE CARDING

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

FIRST DISCARD

Lavinthal
 Odd/Even

OTHER CARDING

Smith Echo
 Trump Suit Pref.
 Foster Echo

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

PLEASE ASK

DESCRIBE

RESPONSES/REBIDS

DESCRIBE	RESPONSES/REBIDS
2♣ _____ to _____ HCP Strong <input type="checkbox"/> Other <input type="checkbox"/> 2♦ Resp: Neg <input type="checkbox"/> Waiting <input type="checkbox"/>	strong, ART cheapest minor, 2nd negative
2♦ <u>5</u> to <u>10</u> HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	usually 6 Ogust 2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>
2♥ <u>5</u> to <u>10</u> HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	usually 6 Ogust 2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>
2♠ <u>5</u> to <u>10</u> HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	usually 6 Ogust 2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>

OTHER CONV. CALLS: New Minor Forcing: 2-Way NMF 2♣ forces 2♦

Weak Jump Shifts: In Comp. Not in Comp.

4th Suit Forcing: 1 Rd. Game Unusual vs. Unusual