

SPECIAL DOUBLES
 After Overcall: *Penalty*
 Negative thru *4h*
 Responsive: thru *3s* Maximal
 Support: *Dbl* thru *2H* *Rdbl*
 Card-showing Min. Offshape T/O

SIMPLE OVERCALL
 1-level *7* to *17* 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

vs. Interference: DOPI DEPO Level: ROPI

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

Attitude vs NT

Primary signal to partner's leads
 Attitude Count Suit Preference

NOTRUMP OVERCALLS
 Direct: *15* to *18* Systems on
 Conv. _____
 Balance: *11* to *16*
 Jump to 2NT: Minors 2 Lowest
 Conv. _____

DEFENSE VS NOTRUMP
 vs: *STRONG* *WEAK*
 2♣ *BOTH MAJORS* *BOTH MAJORS*
 2♦ *ONE MAJOR* *ONE MAJOR*
 2♥ *H+m* *H+m*
 2♠ *S+m* *S+m*
 Dbl *4M+ LONGER m* *PENALTY*
 Other: *2NT: BOTH MINORS*

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: *will alert*

VS OPENING PREEMPT DOUBLE IS
 Takeout thru *6H* Penalty
 Conv. Takeout: _____
 Lebensohl 2NT Response
 Other: _____

DEFENSIVE CARDING
 Standard:
 Except _____

Upside-Down Count	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Upside-Down Attitude	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

FIRST DISCARD
 Lavinthal
 Odd/Even
 udca

OTHER CARDING
 Smith Echo
 Trump Suit Pref.
 Foster Echo

NAMES Jeff Luo & Peter Liang

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	3♣ puppet 3♦ 55 minors GF 3♥ 3145 3145 GF 3♠ 1345 1354 GF	2NT <i>20</i> to <i>21</i> Puppet Stayman <input type="checkbox"/> Transfer Responses: Jacoby <input checked="" type="checkbox"/> Texas <input checked="" type="checkbox"/> 3♠ relay to 3NT
5-Card Major Common <input checked="" type="checkbox"/> System On Over <i>X</i> or <i>2C</i> 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♠ range asking 2NT transfer to D	4♦, 4♥ Transfer <input checked="" type="checkbox"/> Smolen <input checked="" type="checkbox"/> Lebensohl <input checked="" type="checkbox"/> (fast denies) Negative Double <input checked="" type="checkbox"/>	3NT ___ to ___ to play Conventional NT Openings 3NT gambling

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

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

RESPONSES
 Double Raise: Force Inv. Weak
 After Overcall: Force Inv. Weak
 Conv. Raise: 2NT 3NT Splinter
 Other: _____
 1NT: Forcing Semi-forcing
 2NT: Forcing Inv. *11* to *28*
 3NT: *8* to *11*
 Drury : Reverse 2-Way Fit
 Other: *1M-3m nature inv*

RESPONSES
 Double Raise: Force Inv. Weak
 After Overcall: Force Inv. Weak
 Forcing Raise: J/S in other minor
 Single raise Other: *11+*
 Frequently bypass 4+♦
 1NT/1♣: *8* to *10*
 2NT: Forcing Inv. *11* to *12*
 3NT: *13* to *15*
 Other: *Rev. flannery*

DESCRIBE	RESPONSES/REBIDS
2♣ <i>22</i> to ___ HCP Strong <input checked="" type="checkbox"/> Other <input type="checkbox"/> 2♦ Response: Neg <input type="checkbox"/> Waiting <input checked="" type="checkbox"/> 0+	2H/2S 5 with 2+ honors 3C/3D 6 with 2+ honors
2♦ <i>5</i> to <i>10</i> HCP Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/>	OGUST 2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/>
2♥ <i>5</i> to <i>10</i> HCP Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/>	OGUST 2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/>
2♠ <i>5</i> to <i>10</i> HCP Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/>	OGUST 2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/>

OTHER CONV CALLS: New Minor Forcing 2-Way NMF XYZ
 Weak jump shifts: In Comp. Not In Comp.
 4th Suit Forcing: 1 Round To Game

SPECIAL CARDING PLEASE ASK

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