



SPECIAL DOUBLES

After Overcall: Penalty _____
 Negative thru 6S
 Responsive : thru 3S Maximal
 Support: Dbl. thru 2H Redbl
 Card-showing Min. Offshape T/O

NOTRUMP OVERCALLS

Direct: 15 to 18 Systems on
 Conv. _____
 Balancing: 11 to 16
 Jump to 2NT: Minors 2Lowest
 Conv. _____

NAMES Yan Wang and Edward Xu

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 6 to 16 HCP (usually)
 often 4 cards very light style
Responses
 New Suit: Forcing NF Const NF
 Jump Raise: Forcing Inv. Weak

DEFENSE VS NOTRUMP

vs: strong _____ weak _____
 2♣ Majors _____ Majors _____
 2♦ 1 M suit _____ 1 M suit _____
 2♥ H + m _____ H + m _____
 2♠ S + m _____ S + m _____
 Dbl: 4M+Longer m Pen.
 Other 2NT=Minors _____

NOTRUMP OPENING BIDS

1NT
15 to 17
 _____ to _____
 5-card Major common
 System on over 1c X
 2♣ Stayman Puppet
 2♦ Transfer to ♥ 4♦, 4♥ Transfer
 Forcing Stayman Smolen
 2♥ Transfer to ♠ Lebensohl (fast denies)
 2♠ rang asking _____ Neg. Double _____
 2NT trans to D _____ Other: _____

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

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

OPENING PREEMPTS

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

VS Opening Preempts Double Is

2NT Over Limit+ Limit Weak
 Majors
 Minors
 Other _____

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: _____

RESPONSES

Double Raise: Force Inv. Weak
 After Overcall: Force Inv. Weak
 Forcing Raise: J/S in other minor
 Single raise Other: reverse minors _____

DIRECT CUEBID

OVER: Minor Major
 Natural
 Strong T/O
 Michaels
 over opp's 1c or 1d opening, 2c nature, 2d Majors

VS Opening Preempts Double Is

Takeout thru 7H 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)
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

LENGTH LEADS:

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

FIRST DISCARD

Lavinthal
 Odd/Even

OTHER CARDING

Smith Echo reverse
 Trump Suit Pref.
 Foster Echo

Primary signal to partner's leads

Attitude Count Suit preference

DESCRIBE

RESPONSES/REBIDS

2♣ <u>22+</u> to _____ HCP Strong <input type="checkbox"/> Other <input type="checkbox"/>	_____	_____
2♦ Resp: Neg <input type="checkbox"/> Waiting <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"/>	_____	_____
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"/>	_____	_____
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"/>	_____	_____

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

Weak Jump Shifts: In Comp. Not in Comp. _____

4th Suit Forcing: 1 Rd. Game _____

XYZ, checkback, wolf signoff, mini-splinter, etc _____

SPECIAL CARDING PLEASE ASK