

SPECIAL DOUBLES

After Overcall: Penalty _____
 Negative thru 4 **♦**
 Responsive : thru 3 **♠** Maximal **♠**
 Support: Dbl. thru 2 **♠** Redbl **♠**
 Card-showing Min. Offshape T/O

SIMPLE OVERCALL

1(2) level 7(11) to 15 HCP (usually)
 often 4 cards very light style
Responses
 New Suit: Forcing NFConst NF
 Jump Raise: Forcing Inv. Weak
 Cue Bid = Asking for good or bad overcall

JUMP OVERCALL

Strong Intermediate Weak
 13 - 15 HCP in Balancing Seat

OPENING PREEMPTS

Sound Light Very Light
 3/4-bids
 Conv.

DIRECT CUEBID

OVER: Minor Major Artif. Bids
 Natural
 Super Michaels
 Michael
 Vs Artificial 1 \clubsuit : Double/1 \diamond /1 \heartsuit /1 \spadesuit = short

SLAM CONVENTIONS Gerber : 4NT: Blackwood RKC 1430
 4NT for \clubsuit use RKC 0314; 4NT for \diamond / \heartsuit / \spadesuit use 1430; Ger RKC RKC use 1430.

Kick Back RKC use 1430 ; Exclusive Blackwood use 0,1, 2 ; Gerber 0/4, 1, 2, 3.

vs Interference: DOPI ROPI Level: Key Card Asking use DEPO

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) Jx	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)x	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

First Lead 2nd touching Honer, Lead low from Interst

Primary signal to partner's leads

Attitude Count Suit Preference

SPECIAL CARDING**NOTRUMP OVERCALLS**

Direct: 15 to 18 Systems On
 Conv. System On 1x / 2x Overcall
Balancing: 11 to 14 Systems On
 Jump to 2NT: Minors 2 Lowest
 Conv. Sanwitch No Trump

DEFENSE VS NOTRUMP

vs: Strong or Weak (Cappelletti)
 2 \clubsuit One Suit Hand _____
 2 \diamond \heartsuit + \spadesuit suits _____
 2 \heartsuit \heartsuit + a minor suit _____
 2 \spadesuit \spadesuit + a minor suit _____
 Dbl: =1NT open or better System On
 Other 2NT = \spadesuit + \diamond suits
 balance: Same as direct seat

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 Bergan Raises are On

VS Opening Preempts Double Is

Takeout thru 4 \heartsuit Penalty
 Conv. Takeout: 4NT over 4 \spadesuit = Take Out
 Lebensohl 2NT Response
 Other: 4 \clubsuit /4 \diamond = Leaping Michaels

DEFENSIVE CARDING

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

FIRST DISCARD

Lavinthal
 Odd/Even
 Upside-Down

OTHER CARDING

Smith Echo
 Trump Suit Pref.
 Foster Echo

 PLEASE ASK**NAMES**

Kenny Ying and Kenny Chan

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Kenny Y # 1442260 **GENERAL APPROACH** Date: Dec 19, 2023
 Modified Precision with Transfer Responses (Level 2)

TWO OVER ONE: Game Forcing Game Forcing Except When Suit Rebid

VERY LIGHT: Openings 3rd Hand Overcalls Preempts

FORCING OPENING: 1 \clubsuit 2 \clubsuit Natural 2 Bids Other

NOTRUMP OPENING BIDS

14 1NT to 16	3 \clubsuit \spadesuit + \diamond Invitation	2NT 5 to 10
to	3 \diamond \spadesuit + \heartsuit Slamish	Both minors at least 5-5
5-card Major common <input type="checkbox"/>	3 \heartsuit 4144, 3154 or 3145	3 \clubsuit / 3 \diamond = For play
System on over Double / 2 \clubsuit	3 \spadesuit 1354 or 1345 hand	3 \heartsuit / 3 \spadesuit = Forcing
2 \clubsuit Stayman <input type="checkbox"/> Puppet <input type="checkbox"/>	1NT - 2 \clubsuit - 2NT = low range	3NT 9 to 16
2 \diamond Transfer to \heartsuit <input type="checkbox"/>	4 \diamond , 4 \heartsuit Transfer <input type="checkbox"/>	Gambling
Forcing Stayman <input type="checkbox"/>	Smolen <input type="checkbox"/>	
2 \heartsuit Transfer to \spadesuit <input type="checkbox"/>	Lebensohl <input type="checkbox"/>	Conventional NT Openings
2 \spadesuit Range Asking or 6+ \clubsuit	Double 2 \clubsuit = Stolen Bid; Double 2 \diamond /2 \heartsuit /2 \spadesuit = Take Out.	
2NT \diamond or both weak minors	Other: Redouble opponent's penalty double=ask to bid 2 \clubsuit	

MAJOR OPENING

Expected Min. Length 4 5
 1st/2nd \spadesuit 11~16, \heartsuit 11~16
 3rd/4th \spadesuit 10~16, \heartsuit 10~16
 Double Raise: Force Inv. Weak
 After Overcall: Force Inv. Weak
 Conv. Raise: 2NT 3NT Splinter
 Other: Bergan Raises 3 \clubsuit =7-9; 3 \diamond =10-12
 1NT: Forcing PH Semi-forcing
 Precision Jacoby 2NT 13+ to _____
 3NT: 9~15, for play
 Drury : Reverse 2-Way Fit
 Other: PH Re-Double = Drury 3 cards

MINOR OPENING

Expected Min. Length 4 3 0-2 Conv.
 1 \clubsuit 17+, Forcing, 0+ \clubsuit
 1 \diamond 11~16, 1~5 card \diamond
 Response to 1 \clubsuit opening
 1 \diamond =0~7, 1 \heartsuit =13+, 1 \spadesuit =8~12, balanced
 1NT/2 \clubsuit /2 \diamond /2 \heartsuit =8~12, 5+ \clubsuit / \diamond / \heartsuit / \spadesuit
 2 \clubsuit /2NT/3 \clubsuit /3 \diamond =8~12, Short \spadesuit / \heartsuit / \clubsuit / \diamond
 Response to 1 \diamond opening
 1 \heartsuit /1 \spadesuit =6+, 4+ cards, Forcing one round,
 1NT = 6~10 / 2NT 11~12, Balanced Hand,
 2 \clubsuit /2 \diamond =6~10, 5+ \clubsuit / \diamond suit,
 2 \heartsuit =11+, 5+ \clubsuit , Forcing to 2NT/3 \clubsuit .
 2 \spadesuit =11+, 5+ \diamond , Forcing to 2NT/3 \diamond .

	DESCRIBE	RESPONSES/REBIDS
2 \clubsuit 10 to 16 HCP	5+ \clubsuit + 4-card major	2 \heartsuit / \spadesuit = NF; 4 \diamond =KBRKC
Strong <input type="checkbox"/> Other <input type="checkbox"/>	or 6+ \clubsuit	
2 \diamond Resp: Neg. <input type="checkbox"/> Wait <input type="checkbox"/> Forcing <input type="checkbox"/>		3 \diamond /3 \heartsuit /3 \spadesuit = Invitation
2 \heartsuit 10 to 16 HCP	6+ \heartsuit or 5+ \heartsuit + 4-card major	2 \heartsuit =11+ Forcing; 4 \heartsuit =KBRKC
Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>		2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>
2 \spadesuit 5 to 10 HCP	Raise is Only Non-Forcing	2NT=Ogust; 4 \clubsuit = Gerber RKC
Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>		2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>
2 \spadesuit 5 to 10 HCP	Raise is Only Non-Forcing	2NT=Ogust; 4 \clubsuit = Gerber RKC
Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>		2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>

OTHER CONV. CALLS: New Minor Forcing: 2-Way NMF XYZ(1 \diamond / \heartsuit)

Weak Jump Shifts not in Comp. 4th Suit Forcing: 1 Round Game

Pass hand: 1NT Semi-forcing and Bergan Raises only 3 \diamond is on.

2-Level Negative Free Bid; 1M - 2M = 8~10; 1N - 2 \clubsuit - 2 \diamond - 4 \diamond /4 \heartsuit = Texas Transfer.

1NT-2D-2H-2S = 5-5+ majors Nonforcing; 1NT-2H-2S-3H = 5-5+ majors Game Forcing.

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Denfense vs artificial 1C: X=S/C or 16+, 1D/H/S=short, 1NT=1 Suit, 2 level = Brozel