

### SPECIAL DOUBLES

After Overcall: Penalty  \_\_\_\_\_  
 Negative  thru 4H  
 Responsive:  thru 4H Maximal   
 Support: Dbl  thru 2S Rdbl   
 Card-showing  Min. Offshape T/O

### SIMPLE OVERCALL

1-level 8 to 16 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   
 30/14  
 over weak, 2/3 4C(4D over 3C)=5-step KC(0/1/1+Q/2/2+Q)  
 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

### DEFENSIVE CARDING

Standard:    
 Except

Upside-Down Count    
 Upside-Down Attitude

### FIRST DISCARD

Lavinthal    
 Odd/Even

### OTHER CARDING

Smith Echo    
 Trump Suit Pref.    
 Foster Echo

**SPECIAL CARDING  PLEASE ASK**

### NOTRUMP OVERCALLS

Direct: 15 to 18 Systems on   
 Conv. \_\_\_\_\_  
 Balance: 11 to 15  
 Jump to 2NT: Minors  2 Lowest   
 Conv. \_\_\_\_\_

### DEFENSE VS NOTRUMP

vs: weak strong  
 2♣ 2 Majors 2 Majors  
 2♦ 6+ M 6+ M  
 2♥ 5H+4m 5H+4m  
 2♠ 5S+4m 5S+4M  
 Dbl 15+ System on 4M+5m  
 Other: \_\_\_\_\_

### 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: \_\_\_\_\_

### VS OPENING PREEMPT DOUBLE IS

Takeout  thru 4S Penalty   
 Conv. Takeout: \_\_\_\_\_  
 Lebensohl 2NT Response   
 Other: Leap Michael

Names: xiexie/jenhong1

### GENERAL APPROACH

2/1 udca  
 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 15 to 17 to \_\_\_\_\_  
 5-Card Major Common   
 System On Over X & 2C  
 2♣ Stayman  Puppet   
 2♦ Transfer to ♥  Forcing Stayman   
 2♥ Transfer to ♠   
 2♠ Range ask: 2N-Low, 3C-H  
 2NT Better Minor

3♣ Puppet  
 3♦ 5-5 majors  
 3♥ 1-3-4-5 shape  
 3♠ 3-1-4-5 shape

2NT 20 to 21  
 Puppet Stayman   
**Transfer Responses:**  
 Jacoby  Texas   
 3♠ 3nt  
 3NT 9+ to \_\_\_\_\_  
 Gambling, solid m  
**Conventional NT Opening**

### MAJOR OPENING

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

### RESPONSES

Double Raise: Force  Inv.  Weak   
 After Overcall: Force  Inv.  Weak   
 Conv. Raise: 2NT  3NT  Splinter   
 Other: Reverse Bergen  
 1NT: Forcing  Semi-forcing   
 2NT: Forcing  Inv.  12 to +  
 3NT: \_\_\_\_\_ to \_\_\_\_\_  
 Drury  : Reverse  2-Way  Fit   
 Other: 1M-3N: 5M 10-11

### MINOR OPENING

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

### RESPONSES

Double Raise: Force  Inv.  Weak   
 After Overcall: Force  Inv.  Weak   
 Forcing Raise: J/S in other minor   
 Single raise  Other: RevMinor  
 Frequently bypass 4+♦   
 1NT/1♣: 7 to 10  
 2NT: Forcing  Inv.  11 to 12  
 3NT: 13 to 15  
 Other: 2H 5S4H6-9; 2S 5S4H 10-11

DESCRIBE	RESPONSES/REBIDS
2♣ 22 to + HCP Strong <input checked="" type="checkbox"/> Other <input type="checkbox"/> 2♦ Response: Neg <input type="checkbox"/> Waiting <input checked="" type="checkbox"/> 2H = no A or K	
2♦ 6 to 10 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♥ 6 to 10 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♠ 6 to 10 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   
 Weak jump shifts: In Comp.  Not In Comp.   
 4th Suit Forcing: 1 Round  To Game

Software by Bridge Base Online, LLC. -  
[www.bridgebase.com](http://www.bridgebase.com)