

<p>SPECIAL DOUBLES</p> <p>After Overcall: Penalty <input type="checkbox"/> _____</p> <p>Negative <input checked="" type="checkbox"/> thru 4H</p> <p>Responsive: <input checked="" type="checkbox"/> thru 4H Maximal <input checked="" type="checkbox"/></p> <p>Support: Dbl <input checked="" type="checkbox"/> thru 2S Rdbl <input checked="" type="checkbox"/></p> <p>Card-showing <input type="checkbox"/> Min. Offshape T/O <input type="checkbox"/></p>	<p>NOTRUMP OVERCALLS</p> <p>Direct: 15 to 18 Systems on <input checked="" type="checkbox"/></p> <p>Conv. _____</p> <p>Balance: 11 to 15</p> <p>Jump to 2NT: Minors <input type="checkbox"/> 2 Lowest <input checked="" type="checkbox"/></p> <p>Conv. _____</p>	<p>NAMES Jin Mei and Xujuan</p> <p style="text-align: center;">GENERAL APPROACH</p> <p>Two Over One: Game Forcing <input checked="" type="checkbox"/> Game Forcing Except When Suit Rebid <input type="checkbox"/></p> <p>VERY LIGHT: Openings <input type="checkbox"/> 3rd Hand <input type="checkbox"/> Overcalls <input type="checkbox"/> Preempts <input type="checkbox"/></p> <p>FORCING OPENING: 1♠ <input type="checkbox"/> 2♠ <input checked="" type="checkbox"/> Natural 2 Bids <input type="checkbox"/> Other <input type="checkbox"/></p>		
<p>SIMPLE OVERCALL</p> <p>1-level 8 to 17 HCP (usually)</p> <p>Often 4 cards <input type="checkbox"/> Very light style <input type="checkbox"/></p> <p>Responses</p> <p>New Suit: Forcing <input type="checkbox"/> NFConst <input checked="" type="checkbox"/> NF <input type="checkbox"/></p> <p>Jump Raise: Forcing <input type="checkbox"/> Inv. <input type="checkbox"/> Weak <input checked="" type="checkbox"/></p>	<p>DEFENSE VS NOTRUMP</p> <p>vs: _____</p> <p>2♠ 2 Majors _____</p> <p>2♦ 6+ M _____</p> <p>2♥ 5H + 4+m _____</p> <p>2♣ 5S + 4+m _____</p> <p>Dbl 4M + 5m _____</p> <p>Other: 2NT= minors</p>	<p>NOTRUMP OPENING BIDS</p> <p>1NT _____</p> <p>15 to 17 _____</p> <p>to _____</p> <p>5-Card Major Common <input checked="" type="checkbox"/></p> <p>System On Over <input checked="" type="checkbox"/> , 2C _____</p> <p>2♠ Stayman <input checked="" type="checkbox"/> Puppet <input type="checkbox"/></p> <p>2♦ Transfer to ♥ <input checked="" type="checkbox"/> _____</p> <p>Forcing Stayman <input type="checkbox"/></p> <p>2♥ Transfer to ♠ <input checked="" type="checkbox"/></p> <p>2♣ Range ask or C _____</p> <p>2NT=>m, 3D=like D _____</p>		
<p>JUMP OVERCALL</p> <p>Strong <input type="checkbox"/> Intermediate <input type="checkbox"/> Weak <input checked="" type="checkbox"/></p>	<p>OVER OPP'S T/O DOUBLE</p> <p>New Suit Forcing: 1-level <input checked="" type="checkbox"/> 2-level <input type="checkbox"/></p> <p>Redouble implies no fit <input checked="" type="checkbox"/></p> <p>2NT Over Limit + Limit Weak</p> <p>Majors <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/></p> <p>Minors <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/></p> <p>Other: _____</p>	<p>MAJOR OPENING</p> <p>Expected Min. Length 4 5</p> <p>1st/2nd <input type="checkbox"/> <input checked="" type="checkbox"/></p> <p>3rd/4th <input type="checkbox"/> <input checked="" type="checkbox"/></p> <p>RESPONSES</p> <p>Double Raise: Force <input type="checkbox"/> Inv. <input type="checkbox"/> Weak <input checked="" type="checkbox"/></p> <p>After Overcall: Force <input type="checkbox"/> Inv. <input type="checkbox"/> Weak <input checked="" type="checkbox"/></p> <p>Conv. Raise: 2NT <input checked="" type="checkbox"/> 3NT <input type="checkbox"/> Splinter <input checked="" type="checkbox"/></p> <p>Other: Jacoby 2NT, R-Bergen</p> <p>1NT: Forcing <input checked="" type="checkbox"/> Semi-forcing <input type="checkbox"/></p> <p>2NT: Forcing <input type="checkbox"/> Inv. <input type="checkbox"/> to _____</p> <p>3NT: to _____</p> <p>Drury <input checked="" type="checkbox"/> : Reverse <input checked="" type="checkbox"/> 2-Way <input type="checkbox"/> Fit <input type="checkbox"/></p> <p>Other: Ov X: Drury on, bergen on</p>		
<p>OPENING PREEMPTS</p> <p>Sound Light Very Light</p> <p>3/4-bids <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/></p> <p>Conv./Resp. _____</p>	<p>VS OPENING PREEMPT DOUBLE IS</p> <p>Takeout <input checked="" type="checkbox"/> thru 4H _____ Penalty <input type="checkbox"/></p> <p>Conv. Takeout: _____</p> <p>Lebensohl 2NT Response <input checked="" type="checkbox"/></p> <p>Other: _____</p>	<p>MINOR OPENING</p> <p>Expected Min. Length 4 3 NF 0</p> <p>1♠ <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/></p> <p>1♦ <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/></p> <p>RESPONSES</p> <p>Double Raise: Force <input type="checkbox"/> Inv. <input type="checkbox"/> Weak <input checked="" type="checkbox"/></p> <p>After Overcall: Force <input type="checkbox"/> Inv. <input type="checkbox"/> Weak <input checked="" type="checkbox"/></p> <p>Forcing Raise: J/S in other minor <input checked="" type="checkbox"/></p> <p>Single raise <input checked="" type="checkbox"/> Other: GF, J/S=LR</p> <p>Frequently bypass 4+♦ <input checked="" type="checkbox"/></p> <p>1NT/1♠: 8 to 10 _____</p> <p>2NT: Forcing <input type="checkbox"/> Inv. <input checked="" type="checkbox"/> 11 to 12 _____</p> <p>3NT: 13 to 16 _____</p> <p>Other: 1m/2S 5S4H 9-11, 2H 5S4H 5-</p>		
<p>DIRECT CUEBID</p> <p>Over: Minor Major</p> <p>Natural <input type="checkbox"/> <input type="checkbox"/></p> <p>Strong T/O <input type="checkbox"/> <input type="checkbox"/></p> <p>Michaels <input checked="" type="checkbox"/> <input checked="" type="checkbox"/></p>	<p>SLAM CONVENTIONS Gerber <input type="checkbox"/> 4NT: Blackwood <input type="checkbox"/> RKC <input checked="" type="checkbox"/> 1430 <input checked="" type="checkbox"/></p> <p>Kickback: 1/4, 3/0, 2 no Q, 2 + Q, Exclusive 0314, 1 or other 2K</p> <p>Gerber 1430 2min, 2max</p> <p>vs. Interference: DOPI <input checked="" type="checkbox"/> DEPO <input type="checkbox"/> Level: _____ ROPI <input type="checkbox"/></p>	<p>LEADS (click card led, if not in bold)</p> <table border="0" style="width:100%;"> <tr> <td style="width:50%;"> <p>versus Suits</p> <p>x x x x</p> <p>x x x x</p> <p>A K x</p> <p>K Q x</p> <p>Q J x</p> <p>J 10 x</p> <p>K Q 10 9</p> </td> <td style="width:50%;"> <p>versus Notrump</p> <p>x x x x</p> <p>x x x x</p> <p>A K J x</p> <p>A J 10 9</p> <p>K Q J x</p> <p>K Q 10 9</p> <p>Q J 10 x</p> <p>Q 10 9 x</p> </td> </tr> </table> <p>Length Leads:</p> <p>4th Best vs Suits <input type="checkbox"/> vs NT <input checked="" type="checkbox"/></p> <p>3rd/5th Best vs Suits <input type="checkbox"/> vs NT <input checked="" type="checkbox"/></p> <p>Attitude vs NT <input checked="" type="checkbox"/></p> <p>Primary signal to partner's leads</p> <p>Attitude <input checked="" type="checkbox"/> Count <input type="checkbox"/> Suit Preference <input type="checkbox"/></p>	<p>versus Suits</p> <p>x x x x</p> <p>x x x x</p> <p>A K x</p> <p>K Q x</p> <p>Q J x</p> <p>J 10 x</p> <p>K Q 10 9</p>	<p>versus Notrump</p> <p>x x x x</p> <p>x x x x</p> <p>A K J x</p> <p>A J 10 9</p> <p>K Q J x</p> <p>K Q 10 9</p> <p>Q J 10 x</p> <p>Q 10 9 x</p>
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<p>SPECIAL CARDING <input type="checkbox"/> PLEASE ASK</p>		<p>DESCRIBE</p> <p>2♠ 22 to + HCP</p> <p>Strong <input checked="" type="checkbox"/> Other <input type="checkbox"/></p> <p>2♦ Response: Neg <input type="checkbox"/> Waiting <input checked="" type="checkbox"/> 2H bust</p> <p>2♣ 5 to 10 HCP</p> <p>Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/></p> <p>2♥ 5 to 10 HCP 4th seat 14-17</p> <p>Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/></p> <p>2♠ 5 to 10 HCP 4th seat 14-17</p> <p>Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/></p> <p>OTHER CONV CALLS: New Minor Forcing <input checked="" type="checkbox"/> 2-Way NMF <input type="checkbox"/> XYZ</p> <p>Weak jump shifts: In Comp. <input checked="" type="checkbox"/> Not In Comp. <input type="checkbox"/></p> <p>4th Suit Forcing: 1 Round <input type="checkbox"/> To Game <input checked="" type="checkbox"/></p> <p>Vs precision 1C; X=Majors, 1NT=Minors:</p> <p>Sandwich 1NT anytime; Unusual vs Unusual low=support, High=oth</p>		

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