



NAMES Kole Meng-Terry Du

**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 15 to 17  
to \_\_\_\_\_

5-card Major common  2♣ Stayman  Puppet

2♦ Transfer to ♥  Forcing Stayman  2♥ Transfer to ♠  2♠ Range ask/♣  2NT ♦/♣&♦ weak

3♣ Puppet stamen \_\_\_\_\_  
3♦ minors 5-5+, GF \_\_\_\_\_  
3♥ 31(45), GF \_\_\_\_\_  
3♠ 13(45), GF \_\_\_\_\_

4♦, 4♥ Transfer  Smolen  Lebensohl  (fast denies) \_\_\_\_\_  
Neg. Double  Other: \_\_\_\_\_

2NT 20 to 21  
Puppet Stayman

**Transfer Responses:**  
Jacoby  Texas   
3♠ relay to 3nt \_\_\_\_\_  
3nt: 5♠ 4♥ \_\_\_\_\_

3NT \_\_\_\_\_ to \_\_\_\_\_  
Gambling \_\_\_\_\_

**Conventional NT Openings**

**MAJOR OPENING**

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

**RESPONSES**

Double Raise: Force  Inv.  Weak

After Overcall: Force  Inv.  Weak

Conv. Raise: 2NT  3NT  Splinter

Other: \_\_\_\_\_

1NT: Forcing  Semi-forcing

2NT: Forcing  Inv.  \_\_\_\_\_ to \_\_\_\_\_

3NT: \_\_\_\_\_ to \_\_\_\_\_

Drury : Reverse  2-Way  Fit

Other: \_\_\_\_\_

**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

Forcing Raise: J/S in other minor

Single raise  Other: F1 \_\_\_\_\_

Frequently bypass 4+♦

1NT/1♣ \_\_\_\_\_ 8 \_\_\_\_\_ to \_\_\_\_\_ 10 \_\_\_\_\_

2NT Forcing  Inv.  \_\_\_\_\_ 11 \_\_\_\_\_ to \_\_\_\_\_ 12 \_\_\_\_\_

3NT: \_\_\_\_\_ 13+ \_\_\_\_\_ to \_\_\_\_\_ play \_\_\_\_\_

Other 1♦-3♣/1♣-2♦ support ♦/♣ \_\_\_\_\_

**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>4</u> to <u>10</u> HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	2 majors 3♣ 54min; 3♦ 55min; 3♥/♠ max
2♥ <u>4</u> to <u>10</u> HCP 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♠ <u>4</u> to <u>10</u> HCP 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

Weak Jump Shifts: In Comp.  Not in Comp.

4th Suit Forcing: 1 Rd.  Game

**NOTRUMP OVERCALLS**

Direct: 15 to 18 Systems on

Conv.

Balancing: 11 to 17

Jump to 2NT: Minors  2 Lowest

Conv.

**DEFENSE VS NOTRUMP**

vs: Strong \_\_\_\_\_ Weak \_\_\_\_\_

2♣ 2 majors \_\_\_\_\_ 2 majors \_\_\_\_\_

2♦ 1 major \_\_\_\_\_ 1 major \_\_\_\_\_

2♥ ♥+m \_\_\_\_\_ ♥+m \_\_\_\_\_

2♠ ♠+m \_\_\_\_\_ ♠+m \_\_\_\_\_

Dbl: Penalty \_\_\_\_\_ Penalty \_\_\_\_\_

Other 2nt: both minors \_\_\_\_\_

**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	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Minors	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Other \_\_\_\_\_

**VS Opening Preempts Double Is**

Takeout  thru 4♥ Penalty

Conv. Takeout: 4♠/4nt \_\_\_\_\_

Lebensohl 2NT Response

Other: \_\_\_\_\_

**SPECIAL DOUBLES**

After Overcall: Penalty  4♠ \_\_\_\_\_

Negative  thru 4♥ \_\_\_\_\_

Responsive  : thru 4♥ Maximal

Support: Dbl.  thru \_\_\_\_\_ Redbl

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  NF Const  NF

Jump Raise: Forcing  Inv.  Weak

**JUMP OVERCALL**

Strong  Intermediate  Weak

**OPENING PREEMPTS**

	Sound	Light	Very	Light
3/4-bids	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Conv./Resp.	_____	_____	_____	_____

**DIRECT CUEBID**

OVER:	Minor	Major
Natural	<input type="checkbox"/>	<input type="checkbox"/>
Strong T/O	<input type="checkbox"/>	<input type="checkbox"/>
Michaels	<input type="checkbox"/>	<input type="checkbox"/>

**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
<b>X X</b> x x x x	<b>X X</b> x x x x
x x <b>X</b> x x x x x	x x x x <b>X X</b>
A K x <b>T</b> 9 x	A K J x A Q J x
K Q x K <b>J</b> T x	A J T 9 A T 9 x
Q J x K <b>T</b> 9 x	K Q J x K Q T 9
J T 9 Q <b>T</b> 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 <input type="checkbox"/>	vs NT <input type="checkbox"/>
3rd/5th Best	vs SUITS <input type="checkbox"/>	vs NT <input type="checkbox"/>
	Attitude vs NT <input type="checkbox"/>	

**Primary signal to partner's leads**

Attitude  Count  Suit preference

**DEFENSIVE CARDING**

Standard:	vs SUITS	vs NT
Except <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Upside-Down:		
count	<input type="checkbox"/>	<input type="checkbox"/>
attitude	<input type="checkbox"/>	<input type="checkbox"/>

**FIRST DISCARD**

Lavinthal	<input type="checkbox"/>	<input type="checkbox"/>
Odd/Even	<input type="checkbox"/>	<input type="checkbox"/>
UD	<input type="checkbox"/>	<input type="checkbox"/>

**OTHER CARDING**

Smith Echo	<input type="checkbox"/>	<input type="checkbox"/>
Trump Suit Pref.	<input type="checkbox"/>	<input type="checkbox"/>
Foster Echo	<input type="checkbox"/>	<input type="checkbox"/>

**SPECIAL CARDING**  **PLEASE ASK**