



NAMES Richard Chan/ Yimei Cao

GENERAL APPROACH

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/2♣
2♣ Stayman Puppet
2♦ **Transfer to ♥** **4♦, 4♥ Transfer**
Forcing Stayman **Smolen** 3 level
2♥ **Transfer to ♠** **Lebensohl** (fast denials)
2♠ **Range/transf ♣** **Neg. Double**
2NT **♦/minors bust** **Other: 2N=SA of major**

2NT 20 to 21
Puppet Stayman
Transfer Responses:
Jacoby **Texas**
3♠ transfer to 3N
3N= 5♠4♥

3NT to
Gambling 1,2 seat

Conventional NT Openings
3OM/4♣(KC)/4♦

MAJOR OPENING

Expected Min. Length 4 5
1st/2nd
3rd/4th

MINOR OPENING

Expected Min. Length 4 3 0-2 Conv.
1♣
1♦

RESPONSES

Double Raise: Force Inv. **Weak**
After Overcall: Force Inv. **Weak**
Conv. Raise: **2NT** **3NT** **Splinter**
Other: rev. Bergen, Mini, maxi splinter
1NT: Forcing **Semi-forcing** **BPH**
2NT: Forcing Inv. to
3NT: to
Drury **Reverse** **2-Way** **Fit**
Other: ask or help suit game try
1 M-X-transfer from 1♠

RESPONSES

Double Raise: Force Inv. **Weak**
After Overcall: Force Inv. **Weak**
Forcing Raise: **J/S in other minor**
Single raise **Other: forcing to 3**
Frequently bypass 4+♦
1NT/1♣ 8 to 10
2NT Forcing Inv. 11 to 12
3NT: 13 to 15
Other Rev. Flannery/43344 spiral

SPECIAL DOUBLES

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

NOTRUMP OVERCALLS

Direct: 15 to 18 Systems on
Conv. system on
Balancing: 11 to 14/16
Jump to 2NT: Minors 2Lowest
Conv.

DEFENSE VS NOTRUMP

vs: strong NT **weak NT**
2♣ **Majors** **Majors**
2♦ **one Major** **one Major**
2♥ **♥ + minor** **♥ + minor**
2♠ **♠ + minor** **♠ + minor**
Dbl: 5minor4Maj 15+HCP
Other

SIMPLE OVERCALL

1 level 7 to 16 HCP (usually)
often 4 cards very light style
Responses
New Suit: Forcing NFConst NF
Jump Raise: Forcing Inv. Weak
JQ = mixed, /X one under =8-10 for N

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

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

VS Opening Preempts Double Is

Takeout thru 4♥ **Penalty**
Conv. Takeout:
Lebensohl 2NT Response
Other: Leaping/nonleaping Michael

SLAM CONVENTIONS Gerber 4NT: Blackwood RKC 1430

specific K, 0314 response in exclusion
4C/ preempt KC ask: 0,1,1+Q,2,2+Q
vs Interference: DOPI DEPO Level: DIP2.5 lev. 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 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

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: vs SUITS vs NT
Except
A or Q vs. NT -attitude
K vs NT - unblock or C
Upside-Down:
count
attitude

FIRST DISCARD

Lavinthal
Odd/Even

OTHER CARDING

Smith Echorev.
Trump Suit Pref.
Foster Echo

SPECIAL CARDING

PLEASE ASK

DESCRIBE RESPONSES/REBIDS

DESCRIBE	RESPONSES/REBIDS
2♣ <u> </u> to <u> </u> HCP Strong <input type="checkbox"/> Other <input type="checkbox"/> 2♦ Resp: Neg <input type="checkbox"/> Waiting <input type="checkbox"/>	Kokish 3 Major = 4M + 5♦ AKQ
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"/>	Ogust, McCabe 2NT Force <input type="checkbox"/> New Suit NF <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"/>	Ogust, McCabe 2NT Force <input type="checkbox"/> New Suit NF <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"/>	Ogust, McCabe 2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>

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

Weak Jump Shifts: In Comp. Not in Comp. 1♥, 2♠, 1♠, 3♥ = mini splinter

4th Suit Forcing: 1 Rd. Game Unusual vs. unusual (high for high)

Wolf's Signoff: Ingberman; Sandwich NT BPH

Mathe vs strong 1♣, system on/NT overcall

Rescue/NTX (XX=transfer to ♣, 2♣ = scramble, regular transfers)