

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

**SIMPLE OVERCALL**  
 1-level 7 to 15 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   
 Leaping Michaels ; Optional Minor wood:: Exclusive 14/30/2  
 2H/S/3D: 4C ask; 3C:4D ask (0/1/1.5/2/2.5);  
 vs. Interference: DOPI  DEPO  Level: ROPI

**LEADS** (click card led, if not in bold)  
 versus Suits versus Notrump

x x	x x <b>x</b> x	x x	x <b>x</b> x x
x x x	x x x x <b>x</b>	<b>x</b> x x	x x x x x
<b>A</b> K x	10 9 x	<b>A</b> K J x	A Q J x
<b>K</b> Q x	K <b>J</b> 10 x	A J 10 9	A 10 9 8
<b>Q</b> J x	K 10 9 x	<b>K</b> Q J x	K Q 10 9
<b>J</b> 10 x	Q 10 9 x	<b>Q</b> J 10 x	Q 10 9 8
<b>K</b> <b>Q</b> 10 9		<b>J</b> 10 9 x	10 9 8 x

**Length Leads:**  
 4th Best vs Suits  vs NT   
 3rd/5th Best vs Suits  vs NT   
 small encourage Attitude vs NT

**Primary signal to partner's leads**  
 Attitude  Count  Suit Preference

**NOTRUMP OVERCALLS**  
 Direct: 16 to 18 Systems on   
 Conv.  
 Balance: 13 to 15  
 Jump to 2NT: Minors  2 Lowest   
 Conv.

**DEFENSE VS NOTRUMP**  
 vs:  
 2♣ MM 54 (45)  
 2♦ M 6+  
 2♥ H+m  
 2♠ M+m  
 Dbl Maybe Penalty  
 Other: 2NT=lower two suits

**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 4H Penalty   
 Conv. Takeout:  
 Lebensohl 2NT Response   
 Other:

**DEFENSIVE CARDING**  
 vs Suits vs NT

Standard:    
 Except

Upside-Down Count    
 Upside-Down Attitude

**FIRST DISCARD**  
 Lavinthal    
 Odd/Even    
 Upside-Down

**OTHER CARDING**  
 Smith Echo    
 Trump Suit Pref.   
 Foster Echo

**SPECIAL CARDING  PLEASE ASK**

**NAMES** Ivy and XiaoDong  
**GENERAL APPROACH**  
 Precision  
 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	3♠ 6+C, 8-10HCP	2NT 20 to 21
14 to 16	3♦ 6+D, 8-10HCP	Puppet Stayman <input checked="" type="checkbox"/>
to	3♥ 31(45), GF	<b>Transfer Responses:</b>
5-Card Major Common <input type="checkbox"/>	3♠ 13(45), GF	Jacoby <input checked="" type="checkbox"/> Texas <input checked="" type="checkbox"/>
System On Over 2C	4C Gerber (03/14/22)	3♠ -> 3NT: a) 4C/D: OMW;
2♣ Stayman <input checked="" type="checkbox"/> Puppet <input type="checkbox"/>	4S mm	b) 4H/S: Singe, mm55+
2♦ Transfer to ♥ <input checked="" type="checkbox"/>	4♦, 4♥ Transfer <input checked="" type="checkbox"/>	3NT to
Forcing Stayman <input type="checkbox"/>	Smolen <input checked="" type="checkbox"/>	Gambling, no other K+
2♥ Transfer to ♠ <input checked="" type="checkbox"/>	Lebensohl <input checked="" type="checkbox"/> (F denies)	<b>Conventional NT Openings</b>
2♠ Xfer C or range	Negative Double <input checked="" type="checkbox"/> 4H	
2NT to 3C/D		

**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:  
 1NT: Forcing  Semi-forcing   
 2NT: Forcing  Inv.  12 to  
 3NT: to  
 Drury  : Reverse  2-Way  Fit   
 Other: 2C ask; 3rd: 2C/2NT=Inv

**MINOR OPENING**

Expected Min. Length	4	3	NF	0-2	Conv.
1♣	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
1♦	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" 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:  
 Frequently bypass 4+♦   
 1NT/1♣: 8 to 13  
 2NT: Forcing  Inv.  to  
 3NT: to  
 Other: 1C-2N=GF; 1D-2N=inv

**DESCRIBE**

2♠ 11 to 15 HCP	2D asking
Strong <input type="checkbox"/> Other <input checked="" type="checkbox"/> 5C+M, or 6+C	
2♦ Response: Neg <input type="checkbox"/> Waiting <input type="checkbox"/> asking	
2♥ 6 to 10 HCP MM; Non: 3C(54), 3D(55) LLHHH	V; 3C/D=S(L); 3H/S=C/D=S
Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input checked="" type="checkbox"/>	2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/>
2♥ 5 to 10 HCP	ogust
Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/>	2NT Force <input checked="" type="checkbox"/> New Suit NF <input checked="" type="checkbox"/>
2♠ 5 to 10 HCP	ogust
Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/>	2NT Force <input checked="" type="checkbox"/> New Suit NF <input checked="" type="checkbox"/>

**OTHER CONV CALLS:** New Minor Forcing  2-Way NMF  xyz  
 Weak jump shifts: In Comp.  Not In Comp.  Rev. Flannery  
 4th Suit Forcing: 1 Round  To Game   
 1C opening, more to see Doc, unusual vs unusual,  
 Reverse Flannery: ♦-2H=S4H4(7-9P); 1D-2S=S5H4(10-12P)

