SPECIAL DOUBLES After Overcall: Penalty 4S 4S	NOTRUMP OVERCALLS Direct: 15 to 18 Systems on ■	NAMES Ming Menga	Ming Meng/Jingyuan Gong	
Negative	Conv.□ Balancing: 11 to 17 Jump to 2NT: Minors□ 2 Lowest Conv.□	alancing: 11 to 17 2/1 ump to 2NT: Minors 2 Lowest Two Over One: Game Forcing Game Forcing Except When Suit Rebi very Light: Openings 3rd Hand Overcalls Preempts C		
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	DEFENSE VS NOTRUMP VS: 15-17 13-15 2♣ two majors two majors 2◆ one major one major 2♥ H+m H+m 2♠ S+m S+m Dbl: M4+m5 Penalty Other 2N:both minors	NOTRUMP OPENING 1NT 15 to 17 to 3 ♣ puppe 3 ♠ minor 5-card Major common 3 ❤ single H G System on over 2C,X 2 ♣ Stayman Puppet□	BIDS It stayman rs 5-5,GF GF, 5-4 minors GF, 5-4 minors	
JUMP OVERCALL Strong□ Intermediate□ Weak■	OVER OPP'S T/O DOUBLE NewSuit Forcing: 1 level ■ 2 level □ Jump Shift: Forcing □ Inv. □ Weak ■ Redouble implies no fit ■	2 ◆ Transfer to ♥ ■ 4 ◆ , 4 ♥ Transfer to ♥ ■ 2 ♥ Transfer to ♠ ■ Lebensohl ■ (Neg, Double ■ Other:	Gambling Conventional NT Openings	
OPENING PREEMPTS Sound Light Very Light 3/4-bids □ ■ ■ Conv./Resp.	2NT Over Limit+ Limit Weak Majors ■ □ □ Minors □ □ □ Other	MAJOR OPENING Expected Min. Length 4 5 1st/2nd □ ■	MINOR OPENING NF Expected Min. Length 4 3 0–2 Conv. 1	
DIRECT CUEBID OVER: Minor Major Natural Strong T/O Michaels SLAM CONVENTIONS Gerber : 4	VS Opening Preempts Double Is Takeout ■ thru4H Penalty□ Conv. Takeout:4S/4NT Lebensohl 2NT Response ■ Other:	RESPONSES Double Raise: Force Inv. Weak After Overcall: Force Inv. Weak Conv. Raise: 2NT 3NT Splinter Other: 3C, 3D: Reverse Bergon 1NT: Forcing Semi-forcing	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+◆■	
vs Interference: DOPI■ DEPO■ Level:ROPI□		2NT: Forcing ■ Inv. □to 3NT:to Drury ■: Reverse ■ 2-Way ■ Fit ■ Other:1M-3NT: OM SPL,XYZ	1NT/1 ♣8to10 2NT Forcing ☐ Inv. ■11to12 3NT:13+toplay Other	
LEADS (circle card led, if not in bold versus Suits versus Notrul X X X X X X X X X X X X X X X X X X X	mp standard: vs SUITS vs NT Standard: □ □ □		SCRIBE RESPONSES/REBIDS	
AKX T9X AKJX AQQ KQX KJTX AJT9 AT9 QJX KT9X KQJX KQT JT9 QT9X QJTX QT9 KQT9 JT9X T9X LENGTH LEADS:	Upside-Down: count attitude	Natural: Weak Intermediate Strong 2	Ogust Conv.□ 2NT Force New Suit NF□	
4th Best vs SUITS□ vs NT 3rd/5th Best vs SUITS■ vs NT Attitude vs NT Primary signal to partner's lead Attitude■ Count□ Suit preference	Odd/Even	Natural: Weak Intermediate Strong OTHER CONV. CALLS: New Mino Weak Jump Shifts: In Comp. Not in 4th Suit Forcing: 1 Rd. Game ■	r Forcing:■ 2-Way NMF□ Comp.□	
SPECIAL CARDING	PLEASE ASK	XYZ		

[Card design ? 2008, ACBL. Editor ? 2009 CT]

[Meng-Gong] 2024/12/9 11:04:11