



NAMES Richard Chan/ John Ren

### 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 14+ to 17  
5-card Major common ☐ System on over X/2C  
2♣ Stayman ☐ Puppet ☐  
2♦ Transfer to ♥ ☐ 4♦, 4♥ Transfer ☐  
Forcing Stayman ☐ Smolen ☐ 3 level  
2♥ Transfer to ♠ ☐ Lebensohl ☐ (fast denies)  
2♠ Range/transf ♣ ☐ Neg. Double ☐  
2NT ♦/minors bust ☐ Other: 2N=SA of major

2NT 19+ to 21  
Puppet Stayman ☐  
Transfer Responses:  
Jacoby ☐ Texas ☐  
3♠ transfer to 3N  
3N= 5S4H  
3NT to  
Gambling 1,2 seat

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

### MAJOR OPENING

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

### RESPONSES

Double Raise: Force ☐ Inv. ☐ Weak ☐  
After Overcall: Force ☐ Inv. ☐ Weak ☐  
Conv. Raise: 2NT ☐ 3NT ☐ Splinter ☐  
Other: rev. Bergen. 1♥2♠, 1♠3♥ = no splinter  
1NT: Forcing ☐ Semi-forcing ☐ BPH  
2NT: Forcing ☐ Inv. ☐ to  
3NT: to  
Drury ☐: Reverse ☐ 2-Way ☐ Fit ☐  
ask or help suit game try  
Other: 1 M-X-transfer from 1N

### MINOR OPENING

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

### RESPONSES

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

### DESCRIBE

### RESPONSES/REBIDS

2♣ to HCP  
Strong ☐ Other ☐  
2♦ Resp: Neg ☐ Waiting ☐

Kokish

3 Major = 4M + 5D

2♦ 5 to 10 HCP  
Natural: Weak ☐ Intermediate ☐ Strong ☐ Conv. ☐

Ogust, McCabe

2NT Force ☐ New Suit NF ☐

2♥ 5 to 10 HCP  
Natural: Weak ☐ Intermediate ☐ Strong ☐ Conv. ☐

Ogust, McCabe

2NT Force ☐ New Suit NF ☐

2♠ 5 to 10 HCP  
Natural: Weak ☐ Intermediate ☐ Strong ☐ Conv. ☐

Ogust, McCabe

2NT Force ☐ New Suit NF ☐

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

Weak Jump Shifts: In Comp. ☐ Not in Comp. ☐

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

Wolf's Signoff: Ingberman; Sandwich NT BPH

Mathe vs strong 1C, other minor/NT o/c minor = both majors

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

### SPECIAL DOUBLES

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

### 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 ☐

### 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 ☐  
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
<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 x x <b>X</b>
A K x <b>T</b> 9 x	A <b>K</b> J x A <b>Q</b> J x
<b>K</b> Q x K <b>J</b> T x	A <b>J</b> T 9 A <b>T</b> 9 x
<b>Q</b> J x K <b>T</b> 9 x	<b>K</b> Q J x K <b>Q</b> T 9
<b>J</b> T 9 Q <b>T</b> 9 x	<b>Q</b> J T x Q <b>T</b> 9 x
<b>K</b> Q T 9	<b>J</b> T 9 x <b>T</b> 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 ☐

### NOTRUMP OVERCALLS

Direct: 15 to 18 Systems on ☐  
Conv. ☐  
Balancing: 11 to 14/16  
Jump to 2NT: Minors ☐ 2 Lowest ☐  
Conv. ☐ bal 2N = 19-20

### DEFENSE VS NOTRUMP

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

### 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 4H Penalty ☐  
Conv. Takeout: 4C/minor = majors  
Lebensohl 2NT Response ☐  
Other: Leaping and non leap Michaels

### DEFENSIVE CARDING

Standard: ☐ vs SUITS ☐ vs NT ☐  
Except ☐  
A or Q vs. NT -attitude  
K vs NT - unblock J or Ct

Upside-Down:  
count ☐ ☐  
attitude ☐ ☐

### FIRST DISCARD

Lavinthal ☐ ☐  
Odd/Even ☐ ☐

### OTHER CARDING

Smith Echorev. ☐ ☐  
Trump Suit Pref. ☐ ☐  
Foster Echo ☐ ☐

### SPECIAL CARDING

### PLEASE ASK