



### SPECIAL DOUBLES

After Overcall: **Penalty** ☐ \_\_\_\_\_  
Negative ☐ thru 4♥  
Responsive ☐ : thru 4♥ Maximal ☐  
**Support:** Dbl. ☐ thru 2♥, 2♠ Redbl ☐  
Card-showing ☐ Min. Offshape T/O ☐  
over 2♠ or support xx is optional

### SIMPLE OVERCALL

1 level 7 to 17 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	<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>	<b>x(x)x</b>
x x( <b>x</b> )	x(x)x( <b>x</b> )
( <b>A</b> )K x	( <b>T</b> )9 x
( <b>K</b> )Q x	( <b>J</b> )T x
( <b>Q</b> )J x	( <b>K</b> )T x
( <b>J</b> )T 9	( <b>Q</b> )T 9 x
( <b>K</b> )Q T 9	( <b>J</b> )T 9 x

### LENGTH LEADS:

4th Best vs SUITS ☐ vs NT ☐  
3rd/5th Best vs SUITS ☐ vs NT ☐  
K asks count or unblock, A for Attitude vs NT ☐

### Primary signal to partner's leads

Attitude ☐ Count ☐ Suit preference ☐

### SPECIAL CARDING

### NOTRUMP OVERCALLS

**Direct:** 15 to 18 Systems on ☐  
**Conv.** ☐ \_\_\_\_\_  
**Balancing:** 11 to 15(16)  
Jump to 2NT: Minors ☐ 2 Lowest ☐  
**Conv.** ☐ (19)20-21 at balanced seat

### DEFENSE VS NOTRUMP

vs:	strong	weak
2♣	both majors	both majors
2♦	one major	one major
2♥	♥+minor	♥+minor
2♠	♠+minor	♠+minor
Dbl:	Penalty	Penalty
Other	2NT=both minors	
4th seat	2M/2♦=one M good/bad	

### 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 transfer response starts 1NT

### VS Opening Preempts Double Is

Takeout ☐ thru 4♥ Penalty ☐  
Conv. Takeout: \_\_\_\_\_  
Lebensohl 2NT Response ☐  
Other: Leaping Michaels

### DEFENSIVE CARDING

Standard: ☐ vs SUITS ☐ vs NT ☐  
Except ☐

### Upside-Down:

count ☐ ☐  
attitude ☐ ☐

### FIRST DISCARD

Lavinthal ☐ ☐  
Odd/Even ☐ ☐

### OTHER CARDING

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

### PLEASE ASK

**NAMES** Rock Yan & Alex Hong

### GENERAL APPROACH

two over one game forcing

**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 <input type="checkbox"/>	3♣ Puppet
System on over dbl. 2♣	3♦ 55minors GF
2♣ Stayman <input type="checkbox"/> Puppet <input type="checkbox"/>	3♥ 31(54) or 4144
2♦ Transfer to ♥ <input type="checkbox"/>	3♠ 13(54)
Forcing Stayman <input type="checkbox"/>	4♦, 4♥ Transfer <input type="checkbox"/>
2♥ Transfer to ♠ <input type="checkbox"/>	Smolen <input type="checkbox"/>
2♠ range ask, or ♣	Lebensohl <input type="checkbox"/> (fast denies)
2NT ♦ or ♣+♦ wk	Neg. Double <input type="checkbox"/> cards
	Other: 2♣ then 2M=light INV

2NT 20 to 21  
Puppet Stayman ☐  
**Transfer Responses:**  
Jacoby ☐ Texas ☐  
3♠ ->3NT

3NT \_\_\_\_\_ to \_\_\_\_\_  
gambling no A/K

### 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 ☐ Splitter ☐  
Other: Jacoby, mix raise  
1NT: Forcing ☐ Semi-forcing ☐  
2NT: Forcing ☐ Inv. ☐ 10+ to \_\_\_\_\_  
3NT: \_\_\_\_\_ to \_\_\_\_\_  
Drury ☐: Reverse ☐ 2-Way ☐ Fit ☐  
Other: 2N=4+M inv+, 3m=6+m inv  
nebulous 2♣

### 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: inverted  
Frequently bypass 4+♦ ☐  
1NT/1♣ 7 to 10  
2NT Forcing ☐ Inv. ☐ 11 to 12  
3NT: 13 to 15  
Other inveted m, force to 3m

### DESCRIBE

### RESPONSES/REBIDS

2♣	22+ to _____ HCP	22+ or 9 tricks	Kokish
Strong <input type="checkbox"/> Other <input type="checkbox"/>			
2♦ Resp: Neg <input type="checkbox"/> Waiting <input type="checkbox"/>			
2♦ <u>5</u> to <u>10</u> HCP	at least 5-4M, 5-5 Vul		
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>5</u> to <u>10</u> HCP			new suit forcing
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>5</u> to <u>10</u> HCP			new suit forcing
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 ☐ XYZ

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

4th Suit Forcing: 1 Rd. ☐ Game ☐

Usual vs usual, low for low, Ingberman 2♥, Criss-cross=constructive, Gazzilli inverted minor, \_\_\_\_\_