

SPECIAL DOUBLES			NOTRUMP OVERCALLS		
After Overcall: Penalty <input type="checkbox"/>			Direct: 15 to 18 Systems on <input checked="" type="checkbox"/>		
Negative <input checked="" type="checkbox"/> thru 6S			Conv. Bal over minor = 11-14		
Responsive: <input checked="" type="checkbox"/> thru 4D	Maximal <input checked="" type="checkbox"/>		Balance: 11 to 16		
Support: Dbl <input checked="" type="checkbox"/> thru 2H	Rdbl <input checked="" type="checkbox"/>		Jump to 2NT: Minors <input type="checkbox"/> 2 Lowest <input checked="" type="checkbox"/>		
Card-showing <input type="checkbox"/> Min. Offshape T/O <input type="checkbox"/>			Conv. Sandwich NT by PH		
SIMPLE OVERCALL			DEFENSE VS NOTRUMP		
1-level 8 to 16 HCP (usually)			vs: Strong 1NT	Weak 1NT	
Often 4 cards <input type="checkbox"/> Very light style <input type="checkbox"/>			2♦ H + S	same	
Responses			2♦ One suit	same	
New Suit: Forcing <input checked="" type="checkbox"/> NFConst <input type="checkbox"/> NF <input type="checkbox"/>			2♦ H + minor	same	
Jump Raise: Forcing <input type="checkbox"/> Inv. <input type="checkbox"/> Weak <input checked="" type="checkbox"/>			2♦ S + minor	same	
			Dbl Penalty	Penalty	
			Other: balance 2M = opening, 5+M		
JUMP OVERCALL			OVER OPP'S T/O DOUBLE		
Strong <input type="checkbox"/> Intermediate <input type="checkbox"/> Weak <input checked="" type="checkbox"/>			New Suit Forcing: 1-level <input checked="" type="checkbox"/> 2-level <input type="checkbox"/>		
OPENING PREEMPTS			Redouble implies no fit <input type="checkbox"/>		
Sound <input type="checkbox"/> Light <input type="checkbox"/> Very Light <input type="checkbox"/>	3/4-bids <input type="checkbox"/>	Conv./Resp. <input type="checkbox"/>	2NT Over	Limit +	Limit Weak
			Majors <input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
			Minors <input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
			Other: 1M-(x)-transfers		
DIRECT CUEBID			VS OPENING PREEMPT DOUBLE IS		
Over: <input type="checkbox"/> Minor <input type="checkbox"/> Major <input type="checkbox"/>	Natural <input type="checkbox"/>	Strong T/O <input type="checkbox"/>	Takeout <input checked="" type="checkbox"/> thru 6S		Penalty <input type="checkbox"/>
		Michaels <input checked="" type="checkbox"/>	Conv. Takeout: 4NT over 4S		
			Lebensohl 2NT Response <input checked="" type="checkbox"/>		
			Other:		
SLAM CONVENTIONS			ROPI		
Gerber <input checked="" type="checkbox"/> 4NT: Blackwood <input type="checkbox"/> RKC <input type="checkbox"/> 1430 <input checked="" type="checkbox"/>	Specific kings <input type="checkbox"/>	Optional Minorwood, Exclusion (1430), PKCB <input type="checkbox"/>	vs. Interference: DOPI <input type="checkbox"/> DEPO <input type="checkbox"/> Level: <input type="checkbox"/>	ROPI <input type="checkbox"/>	
LEADS (click card led, if not in bold)			DEFENSIVE CARDING		
versus Suits <input type="checkbox"/>	versus Notrump <input type="checkbox"/>		vs Suits vs NT <input type="checkbox"/>		
x x <input checked="" type="checkbox"/>	x x <input checked="" type="checkbox"/> x		Standard: <input type="checkbox"/>		
x x x <input checked="" type="checkbox"/>	x x x x <input checked="" type="checkbox"/>		Except <input type="checkbox"/>		
A K x <input type="checkbox"/>	A 10 9 x <input type="checkbox"/>		Upside-Down Count <input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	
K Q x <input type="checkbox"/>	K J 10 x <input type="checkbox"/>		Upside-Down Attitude <input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	
Q J x <input type="checkbox"/>	K 10 9 x <input type="checkbox"/>		FIRST DISCARD		
J 10 x <input type="checkbox"/>	Q 10 9 x <input type="checkbox"/>		Laventhal <input type="checkbox"/>	<input type="checkbox"/>	
K Q 10 9 <input type="checkbox"/>	J 10 9 x <input type="checkbox"/>		Odd/Even <input type="checkbox"/>	<input type="checkbox"/>	
		Length Leads:	Smith Echo <input type="checkbox"/>	<input type="checkbox"/>	
		4th Best <input type="checkbox"/>	vs Suits <input type="checkbox"/>	Trump Suit Pref. <input type="checkbox"/>	
		3rd/5th Best <input type="checkbox"/>	vs Suits <input checked="" type="checkbox"/>	Foster Echo <input type="checkbox"/>	
			Attitude vs NT <input type="checkbox"/>		
			Primary signal to partner's leads <input type="checkbox"/>		
			Attitude <input checked="" type="checkbox"/> Count <input type="checkbox"/> Suit Preference <input type="checkbox"/>		
SPECIAL CARDING <input type="checkbox"/> PLEASE ASK			DESCRIBE		

NAMES Yan Wang and Cindy He			GENERAL APPROACH		
2/1			NOTRUMP OPENING BIDS		
			1NT	3♦ modified puppet	2NT 20 to 21
			15 to 17	3♦ 5-5 minors gf	Puppet Stayman <input type="checkbox"/>
			to	3♦ 3-1 (54)	Transfer Responses:
			5-Card Major Common <input checked="" type="checkbox"/>	3♦ 1-3 (54)	Jacoby <input checked="" type="checkbox"/> Texas <input checked="" type="checkbox"/>
			System On Over Dbl , 2c		3♦ relay to 3nt, minors
			2♦ Stayman <input checked="" type="checkbox"/> Puppet <input type="checkbox"/>		
			2♦ Transfer to ♦ <input checked="" type="checkbox"/>	4♦, 4♥ Transfer <input checked="" type="checkbox"/>	3NT 9+ to <input type="checkbox"/>
			Forcing Stayman <input type="checkbox"/>	Smolen <input checked="" type="checkbox"/>	gambling 1/2nd seat
			2♥ Transfer to ♦ <input checked="" type="checkbox"/>	Lebensohl <input checked="" type="checkbox"/> (fast denies)	Conventional NT Openings
			2♦ Size ask/ clubs	Negative Double <input checked="" type="checkbox"/>	3/4,3NT 17-19 6+minor
			2NT Xfer D or weak m		To play
MAJOR OPENING			MINOR OPENING		
Expected Min. Length	4	5	Expected Min. Length	4	3 NF 0-2 Conv.
1st/2nd	<input type="checkbox"/>	<input checked="" type="checkbox"/>	1♦	<input checked="" type="checkbox"/>	<input type="checkbox"/>
3rd/4th	<input type="checkbox"/>	<input checked="" type="checkbox"/>	1♦	<input checked="" type="checkbox"/>	<input type="checkbox"/>
RESPONSES			RESPONSES		
Double Raise: Force <input type="checkbox"/> Inv. <input type="checkbox"/> Weak <input checked="" type="checkbox"/>			Double Raise: Force <input type="checkbox"/> Inv. <input type="checkbox"/> Weak <input checked="" type="checkbox"/>		
After Overcall: Force <input type="checkbox"/> Inv. <input type="checkbox"/> Weak <input checked="" type="checkbox"/>			After Overcall: Force <input type="checkbox"/> Inv. <input type="checkbox"/> Weak <input checked="" type="checkbox"/>		
Conv. Raise: 2NT <input checked="" type="checkbox"/> 3NT <input checked="" type="checkbox"/> Splinter <input type="checkbox"/>			Forcing Raise: J/S in other minor <input checked="" type="checkbox"/>		
Other: Jacoby 2NT, Rv Bergen <input type="checkbox"/>			Single raise <input checked="" type="checkbox"/> Other: inverted minors <input type="checkbox"/>		
1NT: Forcing <input checked="" type="checkbox"/> Semi-forcing <input type="checkbox"/>			Frequently bypass 4+ <input checked="" type="checkbox"/>		
2NT: Forcing <input checked="" type="checkbox"/> Inv. <input type="checkbox"/> 12+ to <input type="checkbox"/>			1NT/1♦: 6 to 10 <input type="checkbox"/>		
3NT: 8 to 11 <input type="checkbox"/>			2NT: Forcing <input type="checkbox"/> Inv. <input type="checkbox"/> 10 to 12 <input type="checkbox"/>		
Drury <input checked="" type="checkbox"/> Reverse <input checked="" type="checkbox"/> 2-Way <input checked="" type="checkbox"/> Fit <input type="checkbox"/>			3NT: 12 to 15 <input type="checkbox"/>		
Other: 1S-3NT/1H-3S = SPL <input type="checkbox"/>			Other: <input type="checkbox"/>		
RESPONSES/REBIDS			RESPONSES/REBIDS		
2♦ 22+ to <input type="checkbox"/> HCP			2♦ 22+ to <input type="checkbox"/> HCP		Kokish relay <input type="checkbox"/>
Strong <input checked="" type="checkbox"/> Other <input type="checkbox"/>			Strong <input checked="" type="checkbox"/> Other <input type="checkbox"/>		
2♦ Response: Neg <input type="checkbox"/> Waiting <input checked="" type="checkbox"/>			2♦ Response: Neg <input type="checkbox"/> Waiting <input checked="" type="checkbox"/>		
2♦ 5 to 11 <input type="checkbox"/> HCP			2♦ 5 to 11 <input type="checkbox"/> HCP		2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/>
Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>			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 type="checkbox"/>
2♦ 5 to 11 <input type="checkbox"/> HCP			2♦ 5 to 11 <input type="checkbox"/> HCP		2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/>
Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>			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 type="checkbox"/>
OTHER CONV CALLS: New Minor Forcing <input type="checkbox"/> 2-Way NMF <input checked="" type="checkbox"/> xyz			RESPONSES/REBIDS		
Weak jump shifts: In Comp. <input checked="" type="checkbox"/> Not In Comp. <input type="checkbox"/>			Weak jump shifts: In Comp. <input checked="" type="checkbox"/> Not In Comp. <input type="checkbox"/>		
4th Suit Forcing: 1 Round <input type="checkbox"/> To Game <input checked="" type="checkbox"/>			4th Suit Forcing: 1 Round <input type="checkbox"/> To Game <input checked="" type="checkbox"/>		
Fit showing jump shifts <input type="checkbox"/>			Fit showing jump shifts <input type="checkbox"/>		
Ingberman, Modified Wolff <input type="checkbox"/>			Ingberman, Modified Wolff <input type="checkbox"/>		