

SPECIAL DOUBLES			NOTRUMP OVERCALLS			GENERAL APPROACH		
After Overall: Penalty <input checked="" type="checkbox"/>			Direct: 14+ to 18 Systems on <input checked="" type="checkbox"/>	Systems on Conv, after M, balance 1nt: 11-17		NAMEs Mike Xue / Sheila Xu		
Negative <input checked="" type="checkbox"/> thru 4h			Maximal <input checked="" type="checkbox"/>	Balance: 11 to 15		GENERAL APPROACH		
Responsive: <input checked="" type="checkbox"/> thru 3s			Rdb <input checked="" type="checkbox"/>	Jump to 2NT: Minors <input checked="" type="checkbox"/> Lowest Conv.				
Support: Dbl <input checked="" type="checkbox"/> thru 2h			Card-showing <input checked="" type="checkbox"/> Min. Offshape T/O <input checked="" type="checkbox"/>					
Take out through 4h								
SIMPLE OVERCALL			DEFENSE VS NOTRUMP			NOTRUMP OPENING BIDS		
1-level 6 to 16 HCP (usually)			vs: Strong 1NT	weak 1nt		1NT		
Often 4 cards <input checked="" type="checkbox"/> Very light style <input checked="" type="checkbox"/>			2majors	majors		14+ to 17		
Responses			2+ 1 Major	1 major		to		
New Suit: Forcing <input checked="" type="checkbox"/> NFConst <input checked="" type="checkbox"/> NF <input checked="" type="checkbox"/>			2+ H+minor	H+minor				
Jump Raise: Forcing <input checked="" type="checkbox"/> Inv. <input checked="" type="checkbox"/> Weak <input checked="" type="checkbox"/>			2+ S+minor	S+minor				
Cuebid is 1-round force			Dbl 4M + 5m	penalty				
			Other: Modified Cappelletti					
JUMP OVERCALL			OVER OPP'S T/O DOUBLE			NOTRUMP OPENING BIDS		
Strong <input checked="" type="checkbox"/> Intermediate <input checked="" type="checkbox"/> Weak <input checked="" type="checkbox"/>			New Suit Forcing: 1-level <input checked="" type="checkbox"/> 2-level <input checked="" type="checkbox"/>			3♦ Puppet		
			Redouble implies no fit <input checked="" type="checkbox"/>			3♦ 5-5 minor, g.f.		
OPENING PREAMPTS	Sound		2NT Over	Limit +		3♥ 1h, 3s		
	Light		Majors	Limit		3♦ 1s, 3h		
3/4-bids	Very Light		Minors					
Conv/Resp.			Other: Weak jump raise					
DIRECT CUEBID			VS OPENING PREAMPT DOUBLE IS			NOTRUMP OPENING BIDS		
Over: Minor	Major		Takeout <input checked="" type="checkbox"/> thru 4h	Penalty <input checked="" type="checkbox"/>		4♦ Puppet		
Natural			Conv. Takeout			4♦ 4h Transfer <input checked="" type="checkbox"/>		
Strong T/O			Lebensohl 2NT Response <input checked="" type="checkbox"/>			Smolen <input checked="" type="checkbox"/> Lebensohl <input checked="" type="checkbox"/> (fast denies)		
Michaels			Other:			Negative Double <input checked="" type="checkbox"/>		
Natural if 2 suits have been bid								
SLAM CONVENTIONS			MAJOR OPENING			MINOR OPENING		
Gerber <input checked="" type="checkbox"/> 4NT: Blackwood <input checked="" type="checkbox"/> RKC <input checked="" type="checkbox"/> 1430 <input checked="" type="checkbox"/>			Expected Min. Length	4 5		1♦ NF 0-2 Conv.		
K: specific king; exclusion blackwood, voidwood.			1st/2nd	<input checked="" type="checkbox"/>		1♦ <input checked="" type="checkbox"/>		
2d/2h-2s-4C and 3c-4d: A sk. respond: 01122			3rd/4th	<input checked="" type="checkbox"/>		1♦ <input checked="" type="checkbox"/>		
vs. Interference: DOPI <input checked="" type="checkbox"/> DEPO <input checked="" type="checkbox"/>								
LEADS (click card led, if not in bold)			RESPONSES			RESPONSES		
versus Suits			Double Raise: Force <input checked="" type="checkbox"/> Inv. <input checked="" type="checkbox"/> Weak <input checked="" type="checkbox"/>			Double Raise: Force <input checked="" type="checkbox"/> Inv. <input checked="" type="checkbox"/> Weak <input checked="" type="checkbox"/>		
x x x x	x x x x		After Overall: Force <input checked="" type="checkbox"/> Inv. <input checked="" type="checkbox"/> Weak <input checked="" type="checkbox"/>			After Overall: Force <input checked="" type="checkbox"/> Inv. <input checked="" type="checkbox"/> Weak <input checked="" type="checkbox"/>		
x x x x	x x x x		Conv. Raise: 2NT <input checked="" type="checkbox"/> 3NT <input checked="" type="checkbox"/> Splitter <input checked="" type="checkbox"/>			Forcing Raise: JS in other minor <input checked="" type="checkbox"/>		
K x	10 9 x		Other: <input checked="" type="checkbox"/> 2NT:			Single raise <input checked="" type="checkbox"/> Other: limit or better		
K Q x	K J 10 x		1NT: Forcing <input checked="" type="checkbox"/> Semi-forcing <input checked="" type="checkbox"/>			Frequently bypass 4+ <input checked="" type="checkbox"/>		
Q J x	K 10 9 x		2NT: Forcing <input checked="" type="checkbox"/> Inv. <input checked="" type="checkbox"/> to			INT/1♦ 6 to 10		
J 10 x	Q 10 9 x		3NT: 13 to 15			2NT: Forcing <input checked="" type="checkbox"/> Inv. <input checked="" type="checkbox"/> 11 to 12		
K Q 10 9	J 10 9 x		Drury <input checked="" type="checkbox"/> Reverse <input checked="" type="checkbox"/> 2-Way <input checked="" type="checkbox"/> Fit <input checked="" type="checkbox"/>			BNT: 13 to 15		
Length Leads:			Other: <input checked="" type="checkbox"/> R. Bergman			Other: 1c-2d 1d 3c mixed raise		
4th Best								
3rd/5th Best								
Primary signal to partner's leads.								
Attitude <input checked="" type="checkbox"/> Count <input checked="" type="checkbox"/> Suit Preference <input checked="" type="checkbox"/>								
SPECIAL CARDING ○ PLEASE ASK			DESCRIBE			RESPONSES/REBIDS		
			2♦ 22 to 10 HCP or 9+ tricks			Kokish		
			Strong <input checked="" type="checkbox"/> Other <input checked="" type="checkbox"/>					
			2♦ Response: Neg <input checked="" type="checkbox"/> Waiting <input checked="" type="checkbox"/>					
			2♦ 5 to 11 HCP Normally good 6-card suit			Dugust:		
			Natural: Weak <input checked="" type="checkbox"/> Intermediate <input checked="" type="checkbox"/> Strong <input checked="" type="checkbox"/> Conv <input checked="" type="checkbox"/>			2NT Force <input checked="" type="checkbox"/> New Suit NF <input checked="" type="checkbox"/>		
			2♦ 5 to 11 HCP Normally good 6-card suit					
			Natural: Weak <input checked="" type="checkbox"/> Intermediate <input checked="" type="checkbox"/> Strong <input checked="" type="checkbox"/> Conv <input checked="" type="checkbox"/>			2NT Force <input checked="" type="checkbox"/> New Suit NF <input checked="" type="checkbox"/>		
			2♦ 5 to 11 HCP Normally good 6-card suit					
			Natural: Weak <input checked="" type="checkbox"/> Intermediate <input checked="" type="checkbox"/> Strong <input checked="" type="checkbox"/> Conv <input checked="" type="checkbox"/>			2NT Force <input checked="" type="checkbox"/> New Suit NF <input checked="" type="checkbox"/>		
			OTHER CONV CALLS: New Minor Forcing <input checked="" type="checkbox"/> 2-Way NMF <input checked="" type="checkbox"/> XYZ on over x					
			Weak jump shifts: In Comp. <input checked="" type="checkbox"/> Not In Comp. <input checked="" type="checkbox"/>					
			4th Suit Forcing: 1 Round To Game					
			Walsh: reverse flattery; modified minorwood, Drury: 2c=4, 2d=3,					