

SPECIAL DOUBLES		NOTRUMP OVERCALLS	
After Overall: Penalty <input type="checkbox"/> Negative <input type="checkbox"/> thru 4h Responsive: <input checked="" type="checkbox"/> thru 3s Support: Dbl <input checked="" type="checkbox"/> thru 2h Card-showing <input type="checkbox"/> Min. Offshape T/O <input type="checkbox"/> Take out through 4h		Direct: 14+ to 19 Systems on <input checked="" type="checkbox"/> Conv after M. balance 1nt: 11-17 Balance: 11 to 15 Jump to 2NT: Minors <input type="checkbox"/> 2 Lowest <input checked="" type="checkbox"/> Conv.	
SIMPLE OVERCALL		DEFENSE VS NOTRUMP	
1-level 6 to 16 HCP (usually) Often 4 cards <input type="checkbox"/> Very light style <input type="checkbox"/>  Responses New Suit: Forcing <input checked="" type="checkbox"/> NFConst <input type="checkbox"/> NF <input type="checkbox"/> Jump Raise: Forcing <input type="checkbox"/> Inv. <input type="checkbox"/> Weak <input checked="" type="checkbox"/> Cuebid is 1-round force		vs: Strong 1NT weak 1nt 2+ majors majors 2+ 1 Major 1 major 2+ H+minor H+minor 2+ S+minor S+minor Dbl 4M + 5m penalty Other: Modified Cappelletti	
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"/> Redouble implies no fit <input type="checkbox"/> 2NT Over Limit + Limit Weak Majors <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Minors <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Other: Weak jump raise	
OPENING PREEMPTS		VS OPENING PREEMPT DOUBLE IS	
Sound Light Very Light 3/4-bids <input checked="" type="checkbox"/> Conv./Resp.		Takeout <input checked="" type="checkbox"/> thru 4h Penalty <input type="checkbox"/> Conv. Takeout: Lebensohl 2NT Response <input checked="" type="checkbox"/> Other:	
DIRECT CUEBID			
Over: Minor Major <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Natural if 2 suits have been bid			
SLAM CONVENTIONS Gerber <input checked="" type="checkbox"/> 4NT: Blackwood <input type="checkbox"/> RKC <input checked="" type="checkbox"/> 1430 <input checked="" type="checkbox"/> K: specific king; exclusion blackwood, voidwood. 2d/2h/2s-4C and 3c-4d: A ask; respond: 01122 vs. Interference: DOPI <input checked="" type="checkbox"/> DEPO <input type="checkbox"/> Level:			
LEADS (click card led, if not in bold)		DEFENSIVE CARDING	
versus Suits		versus Notrump	
x x x x x x x x x x x x x x x x A K x 10 9 x K Q x K J 10 x Q J x K 10 9 x J 10 x Q 10 9 x K Q 10 9		x x x x x x x x x x x x x x x x A K J x A Q J x A J 10 9 A 10 9 8 K Q J x K Q 10 9 Q J 10 x Q 9 8 J 10 9 x 10 9 8 x	
Length Leads: 4th Best 3rd/5th Best		vs Suits <input type="checkbox"/> vs NT <input checked="" type="checkbox"/> vs Suits <input checked="" type="checkbox"/> vs NT <input type="checkbox"/> Attitude vs NT <input type="checkbox"/>	
Primary signal to partner's leads Attitude <input checked="" type="checkbox"/> Count <input type="checkbox"/> Suit Preference <input type="checkbox"/>		FIRST DISCARD Lavinthal <input type="checkbox"/> <input type="checkbox"/> Odd/Even <input type="checkbox"/> <input type="checkbox"/> Upside down <input type="checkbox"/> <input type="checkbox"/> OTHER CARDING Smith Echo <input type="checkbox"/> <input checked="" type="checkbox"/> Trump Suit Pref. <input checked="" type="checkbox"/> <input type="checkbox"/> Foster Echo <input type="checkbox"/> <input type="checkbox"/>	
SPECIAL CARDING <input type="checkbox"/> PLEASE ASK			

NAMES Mike Xue / Sheila Xu			
GENERAL APPROACH			
2/1 Game forcing Two Over One: Game Forcing <input checked="" type="checkbox"/> Game Forcing Except When Suit Rebid <input type="checkbox"/> VERY LIGHT: Openings <input type="checkbox"/> 3rd Hand <input type="checkbox"/> Overcalls <input type="checkbox"/> Preempts <input type="checkbox"/> FORCING OPENING: 1+ <input type="checkbox"/> 2+ <input checked="" type="checkbox"/> Natural 2 Bids <input type="checkbox"/> Other <input type="checkbox"/>			
NOTRUMP OPENING BIDS			
1NT 14+ to 17 to 5-Card Major Common <input checked="" type="checkbox"/> System On Over Dbl 2c 2+ Stayman <input checked="" type="checkbox"/> Puppet <input type="checkbox"/> 2+ Transfer to <input checked="" type="checkbox"/> <input type="checkbox"/> Forcing Stayman <input type="checkbox"/> 2+ Transfer to <input checked="" type="checkbox"/> <input type="checkbox"/> 2+ Range asking 2NT 5-5 minor or 6 D	3+ Puppet 3+ 5-5 minor, g.f. 3+ 1h, 3s 3+ 1s, 3h Smolen <input checked="" type="checkbox"/> 4+, 4+ Transfer <input checked="" type="checkbox"/> Smolen <input type="checkbox"/> Lebensohl <input type="checkbox"/> (fast denies) Negative Double <input checked="" type="checkbox"/>	2NT 20 to 21 Puppet Stayman <input checked="" type="checkbox"/> Transfer Responses: Jacoby <input checked="" type="checkbox"/> Texas <input checked="" type="checkbox"/> 3+ trf 3NT, 3N: 5S+4H Smolen 3NT to Gambling no side A, K Conventional NT Openings	
MAJOR OPENING		MINOR OPENING	
Expected Min. Length 4 5 1st/2nd <input type="checkbox"/> <input checked="" type="checkbox"/> 3rd/4th <input type="checkbox"/> <input checked="" type="checkbox"/> RESPONSES Double Raise: Force <input type="checkbox"/> Inv. <input type="checkbox"/> Weak <input checked="" type="checkbox"/> After Overall: Force <input type="checkbox"/> Inv. <input type="checkbox"/> Weak <input checked="" type="checkbox"/> Conv. Raise: 2NT <input checked="" type="checkbox"/> 3NT <input type="checkbox"/> Splinter <input checked="" type="checkbox"/> Other: Jacoby 2NT: 1NT: Forcing <input checked="" type="checkbox"/> Semi-forcing <input type="checkbox"/> 2NT: Forcing <input checked="" type="checkbox"/> Inv. <input type="checkbox"/> to 3NT: 13 to 15 Drury <input checked="" type="checkbox"/> Reverse <input checked="" type="checkbox"/> 2-Way <input type="checkbox"/> Fit <input type="checkbox"/> Other: R. Bergman		Expected Min. Length 4 3 NF 0-2 Conv. 1+ <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> 1+ <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> RESPONSES Double Raise: Force <input type="checkbox"/> Inv. <input type="checkbox"/> Weak <input checked="" type="checkbox"/> After Overall: Force <input type="checkbox"/> Inv. <input type="checkbox"/> Weak <input checked="" type="checkbox"/> Forcing Raise: J/S in other minor <input checked="" type="checkbox"/> Single raise <input checked="" type="checkbox"/> Other: limit or better Frequently bypass 4+ <input checked="" type="checkbox"/> 1NT: 1+ 6 to 10 2NT: Forcing <input type="checkbox"/> Inv. <input checked="" type="checkbox"/> 11 to 12 3NT: 13 to 15 Other: 1c-2d 1d 3c mixed raise	
DESCRIBE		RESPONSES/REBIDS	
2+ 22 to HCP Or 9+ tricks Strong <input checked="" type="checkbox"/> Other <input type="checkbox"/> 2+ Response: Neg <input type="checkbox"/> Waiting <input checked="" type="checkbox"/> 2+ 5 to 11 HCP Normally good 6-card suit Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/> 2+ 5 to 11 HCP Normally good 6-card suit Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/> 2+ 5 to 11 HCP Normally good 6-card suit Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/>		Kokish August: 2NT Force <input checked="" type="checkbox"/> New Suit NF <input checked="" type="checkbox"/> 2NT Force <input checked="" type="checkbox"/> New Suit NF <input checked="" type="checkbox"/> 2NT Force <input checked="" type="checkbox"/> New Suit NF <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 QXYZ on over x 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"/> walsh; reverse flannery; modified minorwood, Drury: 2c=4, 2d=3.			