

SPECIAL DOUBLES		NOTRUMP OVERCALLS	
After Overcall: <b>Penalty</b> <input type="checkbox"/>		Direct: <b>15</b> to <b>18</b> Systems on <input checked="" type="checkbox"/>	
Negative <input checked="" type="checkbox"/> thru <b>3S</b>		Conv. Bal over minor = <b>11-14</b>	
Responsive: <input checked="" type="checkbox"/> thru <b>4D</b>	Maximal <input checked="" type="checkbox"/>	<b>Balance:</b> <b>11</b> to <b>16</b>	
Support: <b>Dbl</b> <input checked="" type="checkbox"/> thru <b>2S</b>	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	
<b>SIMPLE OVERCALL</b>		<b>DEFENSE VS NOTRUMP</b>	
1-level <b>8</b> to <b>16</b> 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 major	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
Other:		Dbl 4+M & 5+m	Penalty
<b>JUMP OVERCALL</b>		<b>OVER OPP'S T/O DOUBLE</b>	
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"/>	
<b>OPENING PREEMPTS</b>		Redouble implies no fit <input checked="" type="checkbox"/>	
3/4-bids	Sound <input type="checkbox"/> Light <input type="checkbox"/> Very Light <input type="checkbox"/>	2NT Over	Limit +
Conv./Resp.		Majors	<input checked="" type="checkbox"/>
		Minors	<input checked="" type="checkbox"/>
		Other:	<input type="checkbox"/>
<b>DIRECT CUEBID</b>		<b>VS OPENING PREEMPT DOUBLE IS</b>	
Natural	Over: Minor <input type="checkbox"/> Major <input type="checkbox"/>	Takeout <input checked="" type="checkbox"/> thru <b>4H</b>	Penalty <input type="checkbox"/>
Strong T/O		Conv. Takeout: 4NT over 4S	
Michaels	<input checked="" type="checkbox"/>	Lebensohl 2NT Response <input checked="" type="checkbox"/>	
Other:			
<b>SLAM CONVENTIONS</b> Gerber <input checked="" type="checkbox"/> 4NT: Blackwood <input type="checkbox"/> RKC <input type="checkbox"/> 1430 <input checked="" type="checkbox"/>			
Specific kings			
Optional Minorwood, Exclusion, PKCB			
vs. Interference: DOPI <input checked="" type="checkbox"/> DEPO <input checked="" type="checkbox"/> Level: <input type="checkbox"/> ROPI <input checked="" type="checkbox"/>			
<b>LEADS</b> (click card led, if not in bold)		<b>DEFENSIVE CARDING</b>	
versus Suits		versus Notrump	
x x	x x <b>x</b> x	x x	x <b>x</b> x x
x x x	x x x x <b>x</b>	x x x	x x x x x
<b>A</b> <b>K</b> x	10 9 x	<b>A</b> <b>K</b> J x	A Q J x
K Q x	K J 10 x	A J 10 9	<b>A</b> 10 9 8
Q J x	K 10 9 x	K Q J x	K Q 10 9
J 10 x	Q 10 9 x	Q J 10 x	Q 10 9 8
K Q 10 9	J 10 9 x	10 9 8 x	
Length Leads:			
4th Best	vs Suits <input type="checkbox"/>	vs NT <input checked="" type="checkbox"/>	
3rd/5th Best	vs Suits <input checked="" type="checkbox"/>	vs NT <input checked="" type="checkbox"/>	<b>upside down</b> <input checked="" type="checkbox"/>
<b>OTHER CARDING</b>			
Primary signal to partner's leads		Attitude <input checked="" type="checkbox"/>	Count <input type="checkbox"/> Suit Preference <input type="checkbox"/>
<b>SPECIAL CARDING</b> <input type="checkbox"/> PLEASE ASK			

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NAMES		Candice Huang & Cindy He	
		<b>GENERAL APPROACH</b>	
2/1			
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: <b>1♦</b> <input type="checkbox"/> <b>2♣</b> <input checked="" type="checkbox"/> Natural 2 Bids <input type="checkbox"/> Other <input type="checkbox"/>			
		<b>NOTRUMP OPENING BIDS</b>	
1NT		3♣ tsf to D	
15 to 17		3♦ 5-5 minors gf	
to		3♥ 4144 gf	
5-Card Major Common <input checked="" type="checkbox"/>		3♣ 1444 gf	
System On Over <b>Dbl</b> , 2c		3♣ relay to 3nt, minors	
2♣ Stayman <input checked="" type="checkbox"/> Puppet <input type="checkbox"/>		3nt = 5S, 4H	
2♦ Transfer to ♦ <input checked="" type="checkbox"/>		3NT 9+ to <input type="checkbox"/> gambling 1/2nd seat	
Forcing Stayman <input type="checkbox"/>		Conventional NT Openings	
2♥ Transfer to ♠ <input checked="" type="checkbox"/>		3/4,3NT 17-19 6+minor	
2♣ Size ask/clubs		To play	
2NT puppet stayman			
		<b>MAJOR OPENING</b>	
Expected Min. Length 4 5			
1st/2nd		1♣	
3rd/4th		1♦	
		<b>RESPONSES</b>	
Double Raise: Force <input type="checkbox"/> Inv. <input type="checkbox"/> Weak <input checked="" type="checkbox"/>		RESPONSES	
After Overcall: 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"/>	
Conv. Raise: 2NT <input checked="" type="checkbox"/> 3NT <input checked="" type="checkbox"/> Splinter <input checked="" type="checkbox"/>		After Overcall: Force <input type="checkbox"/> Inv. <input type="checkbox"/> Weak <input checked="" type="checkbox"/>	
Other: Jacoby 2NT, Rv Bergen		Forcing Raise: J/S in other minor <input checked="" type="checkbox"/>	
1NT: Forcing <input checked="" type="checkbox"/> Semi-forcing <input type="checkbox"/>		Single raise <input checked="" type="checkbox"/> Other: inverted minors	
2NT: Forcing <input checked="" type="checkbox"/> Inv. <input type="checkbox"/> 12+ to <input type="checkbox"/>		Frequently bypass 4♦ <input checked="" type="checkbox"/>	
3NT: 14 to 15		1NT/1♣: 6 to 10	
Drury <input checked="" type="checkbox"/> Reverse <input checked="" type="checkbox"/> 2-Way <input checked="" type="checkbox"/> Fit <input checked="" type="checkbox"/>		2NT: Forcing <input type="checkbox"/> Inv. <input checked="" type="checkbox"/> 10 to 12	
Other: mini splinter		3NT: 12 to 15	
		Other: reverse flattery	
		<b>DESCRIBE</b>	
2♣ 22+ to <input type="checkbox"/> HCP		RESPONSES/REBIDS	
Strong <input checked="" type="checkbox"/> Other <input type="checkbox"/>		Kokish relay	
2♦ Response: Neg <input type="checkbox"/> Waiting <input checked="" type="checkbox"/>			
2♣ 5 to 11 HCP		<b>Ogust</b>	
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 HCP		<b>Ogust</b>	
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 HCP		<b>Ogust</b>	
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			
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"/>			
Fit showing jump shifts			
Ingberman, Modified Wolff			