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	☐	☐
Strong T/O	☐	☐
Michaels	■	■

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:	5m+4M	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

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	
x x	x(x)(x)**x**	(**x**)**x**	**x**(x)x x
x x(**x**)	x(x)x **x**(x)	(**x**)(x)x	x(x)x(**x**)x
(A)K x	(**T**)9 x	A(**K**)J x	A(**Q**)J x
(**K**)Q x	K(**J**)T x	A(**J**)T 9	A(**T**)9 x
(**Q**)J x	K(**T**)9 x	(**K**)Q J x	(K)**Q** T 9
(**J**)T 9	Q(**T**)9 x	(**Q**)J T x	Q(**T**)9 x
(**K**)Q T 9		**J** T 9 x	(**T**)9 x x

LENGTH LEADS:

	vs SUITS	vs NT
4th Best	☐	■
3rd/5th Best	■	☐
Attitude		☐

K asks conut or unblock, A for Atti

Primary signal to partner's leads

Attitude■ Count☐ Suit preference☐

DEFENSIVE CARDING

	vs SUITS	vs NT
Standard:	☐	☐
Except ☐		

Upside-Down:

count	■	■
attitude	■	■

FIRST DISCARD

Lavinthal	☐	☐
Odd/Even	☐	☐
	☐	☐

OTHER CARDING

Smith Echo rev	☐	■
Trump Suit Pref.	■	
Foster Echo	☐	☐

SPECIAL CARDING ☐ **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

to

5-card Major common■

System on over dbl, 2♣

2♣ Stayman■ Puppet☐

2♦ Transfer to ♥■

Forcing Stayman☐

2♥ Transfer to ♠■

2♠ range ask, or♣

2NT ♦ or ♣+♦ wk

3♣ Puppet

3♦ 55minors GF

3♥ 31(54) or 4144

3♠ 13(54)

4♦, 4♥ Transfer■

Smolen■

Lebensohl■ (fast denies)

Neg. Double■: 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	☐	■
3rd/4th	■	■

RESPONSES

Double Raise: Force☐ Inv.☐ Weak■

After Overcall: Force☐ Inv.☐ Weak■

Conv. Raise: 2NT■ 3NT■ Splinter■

Other: Jacoby, mix raise

1NT: Forcing☐ Semi-forcing■

2NT: Forcing■ Inv.☐ jb2N to _____

3NT: _____ to _____

Drury■: Reverse■ 2-Way☐ Fit☐

Other: Bergen 3♣=mix 3♦=LR, nebulous 2♣

MINOR OPENING

Expected Min. Length	4	3	NF 0–2	Conv.
1♣	☐	■	☐	☐
1♦	☐	■	☐	☐

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; Strong■ Other☐; 2♦ Resp: Neg☐ Waiting■	22+ or 9 tricks	Kokish
2♦ 5 to 10 HCP; Natural: Weak■ Intermediate☐ Strong☐ Conv.■	at least 5-4M,5-5Vul	2NT Force■ New Suit NF☐
2♥ 5 to 10 HCP; Natural: Weak■ Intermediate☐ Strong☐ Conv.☐		new suit forcing; 2NT Force■ New Suit NF☐
2♠ 5 to 10 HCP; Natural: Weak■ Intermediate☐ Strong☐ Conv.☐		new suit forcing; 2NT Force■ New Suit NF☐

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, Bart. inverted minor

Last modified: Oct 03 2025 01:34