



SPECIAL DOUBLES

After Overcall: **Penalty** ☐ _____
Negative ☐ thru 6♥
Responsive ☐ : thru 4♥ Maximal ☐
Support: Dbl. ☐ thru 2♥ Redbl ☐
Card-showing ☐ Min. Offshape T/O ☐

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 cue = mixed raise

JUMP OVERCALL

Strong ☐ Intermediate ☐ Weak ☐

OPENING PREEMPTS

Sound ☐ Light ☐ Very ☐ Light ☐
3/4-bids ☐
Conv./Resp. new suit forcing

DIRECT CUEBID

OVER:	Minor	Major
Natural	☐	☐
Strong T/O	☐	☐
Michaels	☐	☐

SLAM CONVENTIONS Gerber ☐ 4NT: Blackwood ☐ RKC ☐ 1430 ☐
Exclusion (03/14)

4♣ = preempt kc (0,1w/o,1 w/, 2w/o, 2w/)

vs Interference: DOPI ☐ DEPO ☐ Level: 5 trump suit+ 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)
(A)(K)x	T 9 x
K Q x	K J T x
Q J x	K T 9 x
J T 9	Q T 9 x
K Q T 9	J T 9 x

LENGTH LEADS:

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

Primary signal to partner's leads

Attitude ☐ Count ☐ Suit preference ☐

NOTRUMP OVERCALLS

Direct: 15 to 18 Systems on ☐
Conv. ☐ _____
Balancing: 11 to 16
Jump to 2NT: Minors ☐ 2 Lowest ☐
Conv. ☐ _____

DEFENSE VS NOTRUMP

vs:	strong	weak
2♣	<u>majors</u>	<u>majors</u>
2♦	<u>one M</u>	<u>one M</u>
2♥	<u>♥ + m</u>	<u>♥ + m</u>
2♠	<u>♠ + m</u>	<u>♠ + m</u>
Dbl:	<u>4M and 5+m</u>	<u>penalty</u>
Other 2N:	<u>minors</u>	

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				

VS Opening Preempts Double Is

Takeout ☐ thru 6♥ Penalty ☐
Conv. Takeout: _____
Lebensohl 2NT Response ☐
Other: _____

DEFENSIVE CARDING

	vs SUITS	vs NT
Standard:	☐	☐
Except ☐		

Upside-Down: _____
count ☐ ☐
attitude ☐ ☐

FIRST DISCARD

Lavinthal	☐	☐
Odd/Even	☐	☐
UDCA	☐	☐

OTHER CARDING

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

NAMES Shigang(Peter) Liang/Jianfeng(Jeff) Luo

GENERAL APPROACH

2 over 1

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
5-card Major common ☐	3♣ puppet stayman
System on over <u>X, 2♣</u>	3♦ minors GF
2♣ Stayman ☐ Puppet ☐	3♥ 31(45)
2♦ Transfer to ♥ ☐	3♠ 13(45)
Forcing Stayman ☐	4♦, 4♥ Transfer ☐
2♥ Transfer to ♠ ☐	Smolen ☐
2♠ range-ask (♣) ☐	Lebensohl ☐ (fast denies)
2NT transfer to ♦ ☐	Neg. Double ☐
	Other: _____

2NT 20 to 21

Puppet Stayman ☐

Transfer Responses:

Jacoby ☐ Texas ☐

3♠ Relay to 3NT

3NT _____ to _____
gambling

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 ☐ Splitter ☐
Other: _____
1NT: Forcing ☐ Semi-forcing ☐
2NT: Forcing ☐ Inv. ☐ 13+ to _____
3NT: Minisplit
Drury ☐: Reverse ☐ 2-Way ☐ Fit ☐
Other: Rev. Bergen

MINOR OPENING

Expected Min. Length	4	3	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: _____
Frequently bypass 4+ ♦ ☐
1NT/1♣ 8 to 10
2NT Forcing ☐ Inv. ☐ 11 to 12
3NT: 13 to 15
Other: _____

DESCRIBE

RESPONSES/REBIDS

	strong, ART	
2♣ _____ to _____ HCP Strong ☐ Other ☐ 2♦ Resp: Neg ☐ Waiting ☐		kokish
2♦ <u>5</u> to <u>10</u> HCP Natural: Weak ☐ Intermediate ☐ Strong ☐ Conv. ☐	usually 6	Ogust
2♥ <u>5</u> to <u>10</u> HCP Natural: Weak ☐ Intermediate ☐ Strong ☐ Conv. ☐	usually 6	Ogust
2♠ <u>5</u> to <u>10</u> HCP Natural: Weak ☐ Intermediate ☐ Strong ☐ Conv. ☐	usually 6	Ogust

OTHER CONV. CALLS: New Minor Forcing ☐ 2-Way NMF ☐ 2♣ forces 2♦

Weak Jump Shifts: In Comp. ☐ Not in Comp. ☐

4th Suit Forcing: 1 Rd. ☐ Game ☐ Unusual vs. Unusual

XYZ, Kokish, Mini splinter, J2NT, inverted minors, non serious 3NT, Wolff sign of

Lenbensol, Ingberman, Rev. Bergen, Rev. Flannery

SPECIAL CARDING ■ PLEASE ASK