SPECIAL DOUBLES After Overcall: Penalty □	NOTRUMP OVERCALLS Direct: 15 to 18 Systems on	NAMES Shih, Jie-Ren (Jarron) - Wang, Kun-Chieh (Jason)		
Negative ■ thru 3 ◆ Responsive : thruMaximal Support: Dbl. ■ thru 2 ◆ Redbl ■	Conv.□ Balancing: 11 to 14 Jump to 2NT: Minors□ 2 Lowest■	GENERAL APPROACH 2/1, UDCA 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 15 to 17 3♣ ★ inv 15 to 17 3♣ ★ inv 5-card Major common☐ 3♥ 5-5 M inv System on over 3♣ 5-5 M ST 2♣ Stayman ■ Puppet☐ 2♠ Transfer to ♥ ■ 4♠, 4♥ Transfer ■ 3NT to		
Card-showing ☐ Min. Offshape T/O ☐	DEFENSE VS NOTRUMP vs: 13-15 or less 14-16 or more			
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 Rubens Advanced	2 * V + X V + * V + V +			
JUMP OVERCALL Strong □ Intermediate □ Weak ■	OVER OPP'S T/O DOUBLE New Suit Forcing: 1 level ■ 2 level □ Jump Shift: Forcing □ Inv. □ Weak □ Redouble implies no fit □	Forcing Stayman ☐ Smolen ■ 2 ♥ Transfer to ♠ ■ Lebensohl ■ (fast denies) Conventional NT Openings	
OPENING PREEMPTS Sound Light Very Light	2NT Over Limit+ Limit Weak Maiors □ □	MAJOR OPENING	MINOR OPENING	
3/4-bids	Minors □ ■ □ Other Transfer Response for M	Expected Min. Length 4 5 1st/2nd \square \blacksquare 3rd/4th \square	Expected Min. Length 4 3 0-2 Conv. 1 ♣ □ ■ □ □ 1 ◆ □ ■ □ □	
OVER: Minor Major Natural Strong T/O Michaels	VS Opening Preempts Double Is Takeout ■ thru <u>4H</u> Penalty □ Conv. Takeout: Lebensohl 2NT Response □ Other:	RESPONSES Double Raise: Force ☐ Inv. ☐ Weak ☐ After Overcall: Force ☐ Inv. ☐ Weak ☐ Conv. Raise: 2NT ☐ 3NT ☐ Splinter ☐ Other:	RESPONSES Double Raise: Force □ Inv. □ Weak ■ After Overcall: Force □ Inv. □ Weak ■ Forcing Raise: J/S in other minor ■ Single raise ■ Other: □	
SLAM CONVENTIONS Gerber■: 4NT: Blackwood□ RKC■ 1430■ vs Interference: DOPI■ DEPO■ Level: ROPI■		1NT: Forcing ☐ Semi-forcing ☐ 2NT: Forcing ☐ Inv. ☐to 3NT:to	Frequently bypass 4+ ◆ ■ 1NT/1 ♣ 8 to 10 2NT Forcing ■ Inv.□to	
LEADS (circle card led, if not in bold		Drury■: Reverse■ 2-Way■ Fit■ Other:	3NT: <u>16</u> to <u>17</u> Other	
versus Suits versus Notru (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(x)	mp vs SUITS vs NT Standard:	toHCP	SCRIBE RESPONSES/REBIDS or 20-21 BAL	
(K) Q x K(J) T x A J(T) 9 A T(9) 5 (Q) J x K(T) 9 x (K) Q J x K(Q) T 9 JT 9 Q(T) 9 x Q(1) T x Q T(9) 5	Upside-Down: count attitude	2 ♦5_to11 HCP Natural: Weak ■ Intermediate □ Strong □ 2 ♥5_to11 HCP	Conv. ☐ 2NT Force ■ New Suit NF ☐	
(K) Q T 9 (T) 9 x (T) 9 x LENGTH LEADS:	FIRST DISCARD Lavinthal	Natural: Weak ■ Intermediate □ Strong □ 2 ▲5to11 HCP	Conv. ☐ 2NT Force ■ New Suit NF☐	
4th Best vs SUITS□ vs NT 3rd/5th Best vs SUITS□ vs NT Attitude vs NT Primary signal to partner's lead Attitude □ Count□ Suit preference SPECIAL CARDING	Attitude	Natural: Weak ■ Intermediate □ Strong □ OTHER CONV. CALLS: New Mino Weak Jump Shifts: In Comp. ■ Not in the Suit Forcing: 1 Rd. ■ Game □	r Forcing: ☐ 2-Way NMF■	
SPECIAL CANDING	□ LEUSE HOV			