

DBLS
 Negative Thru **4♥** Penalty
 Responsive Thru **4♥** Maximal
 Support: Thru **3 Level** Redbl
 T/O Style _____
 Other _____

OVERCALLS
 1 Level **7** to **17** often 4 cards
 2 Level _____ to _____
 Jump Overcalls: Wk Int Str
 Conv _____

RESPONSES
 New Suit: F NFConst NF Tfr
 Jump Raise: Weak Mixed Inv
 Cuebids _____ Support
 Other **JQ=mixed raise, JS is forcing**

CUEBID
 Vs: Art Quasi Nat Nat
 ♣♦ ♣♦ ♣♦ ♥♠
 Michaels
 Natural
 Other
 Describe _____

PREEMPT
 3-Level Style (Seat/Vul) **can be very weak at favorable vulnerability**
 Resp _____
 4-Level Style **can be very weak at favorable vulnerability**
 Resp **weak at favorable vulnerability**
 4♣/4♦ Tfr Other _____

SLAMS
 4♣ Gerber: Directly over NT Over NT Seq Non-NT Seq
 4NT: Blackwood RKC 0314 RKC 1430 Redwood Kickback Exclusion
 Control Bids _____
 Vs Interference **D1P0 DEPO**
 Other **4♣ over preempt - Baby RKC 01122 (and 3♣-4♦)**

CARDING
 Suits _____ NT _____
 Standard - Attitude
 Standard - Count
 Upside Down - Attitude
 Upside Down - Count
 Exceptions: _____
 Other Carding: _____
 Smith Echo: Suits NT Reverse
 rev _____
 Trump Signals _____

LEADS
 CIRCLE CARD LED (if not bold):
 Length Leads: 4th 3rd/5th 3rd/Low
 Attitude Small from xx
 x x x x x x x x x x x x
 H x x H x x H x x x x
 After 1st Trick: _____
 Honor Leads: _____
 A **K** x (+) Varies
 K **Q** x Q **J** x J **T** x T **9** x
 Interior Seq: _____
 K **J** x K **T** x Q **T** x
 Exceptions: _____

NT OVER
 Direct: **15** to **18** SysOn
 Balance: **11** to **16** SysOn
 Conv _____
 Jump to 2NT: 2 Lowest Unbid
 Other **Range Stayman**

VS
 vs: Strong vs: Weak
 DBL: **4-card M+5+m** DBL: **Penalty 15+**
 2♣ ♥+♠ 2♣ ♥+♠
 2♦ ♥ or ♠ 2♦ ♥ or ♠
 2♥ ♥+♠/♦ 2♥ ♥+♠/♦
 2♠ ♠+♠/♦ 2♠ ♠+♠/♦
 2NT **two suits** 2NT **two suits**

NEW SUIT F: 2 lvl Tfr
 Jump Shift: Wk Inv F Fit
 Rdbl: 10+ Conv _____
 2NT Over Nat Raise Range
 ♣♦ 10+
 ♥♠ 10+
 Other _____

VS
 2NT Overall **16-18**
 T/O Dbl Thru **4♥** Penalty
 2NT Lebensohl Resp _____
 Cuebid _____
 Jump Overcalls _____
 Other **by UPH Scramble by PH**

Names Jiang Gu & Ai-Tai Lo

OVERVIEW
 General Approach: **2 Over 1 Game Forcing**
 Min Expected HCP when Balanced: Opening **11** Responding **5**
 Forcing Open: **1♣** **2♣** Other _____ 1NT Open: Str Wk Variable
 Bids That May Require Preparation **Transfer responses over 1♣ opening**
 Switch **1♥/1♠ response over 1♦ opening multi 2♦ opening**

1♣ Min Length: 5 4 3 NF2 (4432 only NF1 NF0 Art F
 Resp _____ Transfer Resp

MINORS
 1♦ _____ Bypass 5+
 1NT **11** to **12** Single: NF Inv+ GF
 2NT **13** to **14/18-19** Jump: Wk Mixed Inv
 After Overcall: Wk Mixed Inv

1♦ Min Length: 5 4 3 Unbal NF2 NF1 NF0 Art F
 Resp **1♥ shows 4+♠ 1♠ shows 4+♥** Same as over 1♣

MAJORS
 1♥/♠ Art Raises: 2NT 3NT Splinter
 Other **two-tier Splinter**
 Drury 2♣ 2♦ In Comp
 Jump Raise: Weak Mixed Inv.
 After Overcall: Weak Mixed Inv.
 In comp 3M-1 is mixed

1NT **14** to **16** (Seat/Vul _____) **1NT** **15** to **17** (Same Resp: Y N)
 5-Card Major Sys On vs x, 2♣ _____ 3♣ ♦ weak or GF
 2♣: Stayman Puppet Other 3♦ 5-5+ ♠♦ GF
 2♦: Nat Tfr Other _____ 3♥ 31(54)
 2♥: Nat Tfr Other _____ 3♠ 13(54)
 2♠: Nat Tfr Other size check / m Other _____
 2NT: Nat Tfr Other Puppet _____
 Smolen Tfr: 4♣ 4♦ 4♥
 Dbl: Neg 2/3 level Pen Other _____ Lebensohl: Fast

2NT **19+** to **21** Puppet 3♠ Minors _____
 Conv _____ Tfr: 3 Lvl 4 Lvl Neg Dbl Other _____

3NT _____ to _____ One suit Gambling 1st/2nd w/o side A or K

2♣ _____ to _____ **21(22)+ HCP or** _____ 2♦ Waiting
 Very Str Str Nat Conv 9+ tricks Steps Modified Kokis ♥ Neg
 Other 2nd negative

2♦ **3** to **9** ♥ or ♠ _____ New Suit NF
 Wk Int Str Conv Rebids over 2NT _____ Other _____

2♥ **10** to **13** _____ New Suit NF
 Wk Int Str 2 Suits Rebids over 2NT _____ Other _____

2♠ **10** to **13** _____ New Suit NF
 Wk Int Str 2 Suits Rebids over 2NT _____ Other _____

OTHER
 Jump Shift Resp **NMF by PH/against overcall in comp**
 Vs (Very)Str Open _____ NMF 2Way NMF XYZ 4th SF: 1Rnd GF
 Xfer over 1♣ flip-flop 1♥/1♠ over 1♦
 1♣-2♥ is limit raise, 1♦-2♥ Art. 1m-2♣ is a mixed raise, 1♥-2♣ is inv. in ♠/♦