SPECIAL DOUBLES NOTRUMP OVERCALLS		NAMESHuailin & Sam			
After Overcall: Penalty	Direct: 15 to 18 Systems on ✓	GENERAL APPROACH			
Negative ✓ thru4H	Conv.				
Responsive: ✓ thru4D Maximal ✓	Balance: 13 to 15	Two Over One: Game Forcing ☑ Game Forcing Except When Suit Rebid □			
Support: Dbl V thru2H Rdbl V	Jump to 2NT: Minors ☐ 2 Lowest ✓ VERY LIGHT: Openings ☐ 3rd Hand ✓ Overcalls ☐ Pree				
Card-showing ☐ Min. Offshape T/O ☐	Conv	FORCING OPENING: 1 🗘 🗌 2 🕏 🗸 Natural 2	FORCING OPENING: 1♣ ☐ 2♣ ✓ Natural 2 Bids ☐ Other ☐		
	DEFENSE VS NOTRUMP	NOTRUMP OPENI	NG BIDS		
SIMPLE OVERCALL	vs: weak nt strong nt	1NT	3♣ puppet	2NT 20 to 21	
1-level 7 to 15 HCP (usually)	2 ♠ MM MM	15 to 17	3♦ 55 M, 5-7	Puppet Stayman 🗸	
Often 4 cards	2 1 6 Major 1 6 Major	to	3♥ 10-13,54m, h signl	Transfer Responses:	
Responses New Suit: Forcing ☑ NFConst ☐ NF ☐	2♥ h+m h+m			-	
Jump Raise: Forcing ☐ Inv. ☐ Weak ✓	2♠ s+m s+m	5-Card Major Common ✓	3 ≜ <u>10-13 54m, s singl</u>	Jacoby 🗸 Texas 🗸	
ourip rease. Forcing _ inv weak V	Other: 6 m or 5m4M	System On Overx and 2C	4s 65minors, 10+hcp	3≜ minor suit staymen	
JUMP OVERCALL	Other:	2♣ Stayman 🗸 Puppet 🗌			
Strong Intermediate Weak		2♦ Transfer to ♥ ✓		3NT to	
Strong Intermediate Weak	OVER OPP'S T/O DOUBLE	Forcing Stayman		8 card minor, preempt	
ODENING PREFUETO	New Suit Forcing: 1-level ✓ 2-level ☐	2♥ Transfer to ♠ ✓	Lebensohl ✓ (fast denies)	Conventional NT Openings	
OPENING PREEMPTS	Redouble implies no fit 2NT Over Limit + Limit Weak	2≜ ask range or C 2NTD or minors	_ Negative Double <mark>✓</mark> <u>3 L</u>		
Sound Light Very Light 3/4-bids □ ✓ □	Majors	ZNI D of millions			
Conv./Resp.	Minors	MAJOR OPENING	MIN	IOR OPENING	
DIRECT CUEBID	Other: bergen on	Expected Min. Length 4 5	Expected Min. Length	1 4 3 NF 0-2 Conv.	
Over: Minor Major	VS OPENING PREEMPT DOUBLE IS	1st/2nd □ ✓	1♣		
Natural	Takeout ✓ thru4H Present ☐ Penalty ☐	3rd/4th ✓ ✓	1♦		
Strong T/O	Conv. Takeout:	RESPONSES	R	RESPONSES	
Michaels ✓	Lebensohl 2NT Response 🗸	Double Raise: Force ☐ Inv. ☐ Weak ✓	Double Raise: Force	🗌 Inv. 🗌 Weak 🗸	
	Other:	After Overcall: Force 🗌 Inv. 🗌 Weak 🗸	After Overcall: Force [
SLAM CONVENTIONS Gerber 4NT: Blackwood	□ RKC □ 1430 □	Conv. Raise: 2NT 🗸 3NT 🗸 Splinter 🗸	Forcing Raise: J/S in other minor		
kick back rkc 1403; minor wood in some cases: negtive + 1430		Other: Bergen	Single raise Other:		
Not back the 1100, hiller weed in some cases. Hegave 1100		1NT: Forcing ✓ Semi-forcing □	Frequently bypass 4+	♦ □	
vs. Interference: DOPI ✓ DEPO ☐ Level: ROPI ☐		2NT: Forcing ✓ Inv. □ to	1NT/1 . 6 to10		
LEADS (click card led, if not in bold) DEFENSIVE CARDING		3NT:to	2NT: Forcing 🗌 Inv. 🗸	<u> 11 to12 </u>	
versus Suits versus Notrump vs Suits vs NT		Drury ☑: Reverse ☐ 2-Way ☑ Fit ☐	3NT: <u>13</u> to <u>14</u>		
x x x x x x x Standard:	VS Cuite VS IVI	Other:	Other: XYZ		
xxx xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx		DESCRIBE	RESPON:	SES/REBIDS	
AKX 109X AKJXAQJX count		2♣ to HCP usually 18+, 9+ tricks	2d 0,1 control l	2d 0,1 control h,s, n	
K Q x K J 10 x A J 10 9 A 10 9 8 Upside-Down Count		Strong Other	2,3,4 control		
Q J x K 10 9 x K Q U x K Q 10 9 Upside-Down Attitude 🔽 🔽		2♦ Response: Neg Waiting			
J 10 x Q 10 9 x Q J 10 x Q 10 9 8 FIRST DISC.		2♦7 to 10 HCP		<u> </u>	
K Q 10 9 J 10 9 x 10 9 8 x Lavinthal		Natural: Weak ☑ Intermediate ☐ Strong ☐ Conv ☐ 2NT Force ☑ New Suit NF ☑		New Suit NF 🗸	
Length Leads: Odd/Even		2♥7 to 10 HCP			
4th Best vs Suits vs NT vpside-down atti		Natural: Weak ☑ Intermediate ☐ Strong ☐ Conv ☐ 2NT Force ☑ New Suit NF ☑			
		2 <u></u> 47 to 10 HCP			
Dilliti Ecilo		Natural: Weak ✓ Intermediate ☐ Strong ☐ Conv ☐ 2NT Force ✓ New Suit NF ☐			
		OTHER CONV CALLS: New Minor Forcing	OTHER CONV CALLS: New Minor Forcing 2-Way NMF		
Attitude ✓ Count ☐ Suit Preference ☐		Weak jump shifts: In Comp. V Not In Comp	Weak jump shifts: In Comp. ☑ Not In Comp. ☑		
		4th Suit Forcing: 1 Round ☐ To Game ✓	_		
SPECIAL CARDII	NG □ PLEASE ASK	Leap Micheal			
OI LOIAL SANDII	AU . LLAUL AUN				

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