

<p>SPECIAL DOUBLES After Overcall: Penalty <input type="checkbox"/> Negative <input checked="" type="checkbox"/> thru 4♥ Responsive: <input checked="" type="checkbox"/> thru 4♥ Maximal <input type="checkbox"/> Support: Dbl <input checked="" type="checkbox"/> thru 2M - 1 Rdbl <input checked="" type="checkbox"/> Card-showing <input type="checkbox"/> Min. Offshape T/O <input type="checkbox"/></p>	<p>NOTRUMP OVERCALLS Direct: 15 to 18 Systems on <input checked="" type="checkbox"/> Conv. _____ Balance: 11 to 14 Jump to 2NT: Minors <input type="checkbox"/> 2 Lowest <input checked="" type="checkbox"/> Conv. _____</p>	<p>NAMES Yang & William</p> <p style="text-align: center;">GENERAL APPROACH</p> <p>2/1 Two Over One: Game Forcing <input checked="" type="checkbox"/> Game Forcing Except When Suit Rebid <input type="checkbox"/> VERY LIGHT: Openings <input type="checkbox"/> 3rd Hand <input type="checkbox"/> Overcalls <input type="checkbox"/> Preempts <input type="checkbox"/> FORCING OPENING: 1♣ <input type="checkbox"/> 2♣ <input checked="" type="checkbox"/> Natural 2 Bids <input type="checkbox"/> Other <input type="checkbox"/></p>																													
<p>SIMPLE OVERCALL 1-level 8 to 16 HCP (usually) Often 4 cards <input type="checkbox"/> Very light style <input type="checkbox"/> Responses New Suit: Forcing <input type="checkbox"/> NF Const <input checked="" type="checkbox"/> NF <input type="checkbox"/> Jump Raise: Forcing <input type="checkbox"/> Inv. <input type="checkbox"/> Weak <input checked="" type="checkbox"/></p>	<p>DEFENSE VS NOTRUMP vs: Strong NT (14) Weak NT (13) 2♣ Majors Majors 2♦ One Major One Major 2♥ 5♥ + 4m 5♥ + 4m 2♠ 5♠ + 4m 5♠ + 4m Dbl 5m + 4M Penalty Other: _____</p>	<p>NOTRUMP OPENING BIDS</p> <table style="width:100%;"> <tr> <td style="width:33%;">1NT 15 to 17 14 to _____</td> <td style="width:33%;">3♣ Minors slamish 3♠ Majors slamish 3♥ Splinter 3♠ Splinter</td> <td style="width:33%;">2NT 20 to 21 Puppet Stayman <input checked="" type="checkbox"/> Transfer Responses: Jacoby <input checked="" type="checkbox"/> Texas <input checked="" type="checkbox"/> 3♠ MSS</td> </tr> </table>		1NT 15 to 17 14 to _____	3♣ Minors slamish 3♠ Majors slamish 3♥ Splinter 3♠ Splinter	2NT 20 to 21 Puppet Stayman <input checked="" type="checkbox"/> Transfer Responses: Jacoby <input checked="" type="checkbox"/> Texas <input checked="" type="checkbox"/> 3♠ MSS																									
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<p>JUMP OVERCALL Strong <input type="checkbox"/> Intermediate <input type="checkbox"/> Weak <input checked="" type="checkbox"/></p>	<p>OVER OPP'S T/O DOUBLE New Suit Forcing: 1-level <input checked="" type="checkbox"/> 2-level <input type="checkbox"/> Redouble implies no fit <input checked="" type="checkbox"/> 2NT Over Limit + Limit Weak Majors <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Minors <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Other: _____</p>																														
<p>OPENING PREEMPTS Sound Light Very Light 3/4-bids <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> Conv./Resp. _____</p>	<p>MAJOR OPENING Expected Min. Length 4 5 1st/2nd <input type="checkbox"/> <input checked="" type="checkbox"/> 3rd/4th <input type="checkbox"/> <input checked="" type="checkbox"/></p> <p>RESPONSES Double Raise: Force <input type="checkbox"/> Inv. <input type="checkbox"/> Weak <input checked="" type="checkbox"/> After Overcall: Force <input type="checkbox"/> Inv. <input type="checkbox"/> Weak <input checked="" type="checkbox"/> Conv. Raise: 2NT <input checked="" type="checkbox"/> 3NT <input type="checkbox"/> Splinter <input checked="" type="checkbox"/> Other: 3♣ mixed 3♦ limit</p>																														
<p>DIRECT CUEBID Over: Minor Major Natural <input type="checkbox"/> <input type="checkbox"/> Strong T/O <input type="checkbox"/> <input type="checkbox"/> Michaels <input checked="" type="checkbox"/> <input checked="" type="checkbox"/></p>	<p>MINOR OPENING Expected Min. Length 4 3 NF 0-2 Conv. 1♣ <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 1♦ <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/></p> <p>RESPONSES Double Raise: Force <input type="checkbox"/> Inv. <input type="checkbox"/> Weak <input checked="" type="checkbox"/> After Overcall: Force <input type="checkbox"/> Inv. <input type="checkbox"/> Weak <input checked="" type="checkbox"/> Forcing Raise: J/S in other minor <input type="checkbox"/> Single raise <input checked="" type="checkbox"/> Other: _____</p>																														
<p>SLAM CONVENTIONS Gerber <input type="checkbox"/> 4NT: Blackwood <input type="checkbox"/> RKC <input type="checkbox"/> 1430 <input checked="" type="checkbox"/></p>																															
<p>vs. Interference: DOPI <input checked="" type="checkbox"/> DEPO <input type="checkbox"/> Level: _____ ROPI <input type="checkbox"/></p>																															
<p>LEADS (click card led, if not in bold) versus Suits versus Notrump</p> <table style="width:100%; font-size: small;"> <tr> <td>x x</td><td>x x x x</td><td>x x</td><td>x x x x</td> </tr> <tr> <td>x x x</td><td>x x x x x</td><td>x x</td><td>x x x x x</td> </tr> <tr> <td>A K x</td><td>10 9 x</td><td>A K J x</td><td>A Q J x</td> </tr> <tr> <td>K Q x</td><td>K J 10 x</td><td>A J 10 9</td><td>A 10 9 8</td> </tr> <tr> <td>Q J x</td><td>K 10 9 x</td><td>K Q J x</td><td>K Q 10 9</td> </tr> <tr> <td>J 10 x</td><td>Q 10 9 x</td><td>Q J 10 x</td><td>Q 10 9 8</td> </tr> <tr> <td>K Q 10 9</td><td></td><td>J 10 9 x</td><td>10 9 8 x</td> </tr> </table> <p>Length Leads: 4th Best vs Suits <input checked="" type="checkbox"/> vs NT <input checked="" type="checkbox"/> 3rd/5th Best vs Suits <input type="checkbox"/> vs NT <input type="checkbox"/></p>	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	10 9 x	A K J x	A Q J x	K Q x	K J 10 x	A J 10 9	A 10 9 8	Q J x	K 10 9 x	K Q J x	K Q 10 9	J 10 x	Q 10 9 x	Q J 10 x	Q 10 9 8	K Q 10 9		J 10 9 x	10 9 8 x	<p>DEFENSIVE CARDING Standard: <input type="checkbox"/> <input type="checkbox"/> Except <input type="checkbox"/> _____</p> <p>Upside-Down Count <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> Upside-Down Attitude <input checked="" type="checkbox"/> <input checked="" type="checkbox"/></p> <p>FIRST DISCARD Lavinthal <input type="checkbox"/> <input type="checkbox"/> Odd/Even <input type="checkbox"/> <input type="checkbox"/></p> <p>OTHER CARDING Smith Echo <input type="checkbox"/> <input checked="" type="checkbox"/> Trump Suit Pref. <input type="checkbox"/> <input type="checkbox"/> Foster Echo <input type="checkbox"/> <input type="checkbox"/></p>		
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	10 9 x	A K J x	A Q J x																												
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<p>SPECIAL CARDING <input type="checkbox"/> PLEASE ASK</p>																															
<p>OTHER CONV CALLS: New Minor Forcing <input type="checkbox"/> 2-Way NMF <input checked="" type="checkbox"/> XYZ Weak jump shifts: In Comp. <input checked="" type="checkbox"/> Not In Comp. <input type="checkbox"/> 4th Suit Forcing: 1 Round <input type="checkbox"/> To Game <input checked="" type="checkbox"/></p>																															

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