

SIMPLE OVERCALLS
 1 level 8 to 17 HCP (usually)
 often 4 cards very light style
RESPONSES
 New Suit: Forcing NF Const NF
 Jump Raise: Forcing Inv Weak

JUMP OVERCALLS
Strong **Intermediate** **Weak**

OPENING PREEMPTS - 3/4 Bids
 Vul: Sound Light Very Light
 NVul: Sound Light Very Light
NAMYATS **Other:** 3NT: 3rd
 preempt, 4th solid minor suit

SPECIAL DOUBLES
 After Overcall **Penalty**
 Negative thru 7H
 Responsive thru Maximal
Support: DBL thru 3H **ReDBL**
 Card-showing Min Offshape T/O
 over 3S

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"/>
Top/Bottom	<input type="checkbox"/>	<input type="checkbox"/>

SLAM CONVENTIONS
 4 ♣ Gerber: RKC 3014 RKC 1430 Gerber Roman
 4NT Blackwood: RKC 3014 RKC 1430 Blackwood 5NT GSF
 kickback RKC 1403

Interference over 4♣, 4♦, 4NT
 DOP1 D1PO DEPO level ___ R1PO ROP1 level ___

LEADS (circle card led, if not in PURPLE)

Versus Suits	Versus NoTrump
Xx xxOx	Xx Xoxx
xxX xxxXo	Xox xOxx
AOx T9x	AOJx AJT9
AOx KJTx	AOJx AJT9
QJx KT9x	QJx QT9
JT9 OT9x	QJTx OT9x
OOT9	JT9x O9xO

LENGTH LEADS:
 4th Best vs SUITS vsNT
 3rd/5th Best vs SUITS vsNT
 Attitude vsNT

SPECIAL CARDING **PLEASE ASK**

NOTRUMP OVERCALLS
 Direct: 15 to 18 Systems on
Conv. no Jacoby transfer etc.
 Balancing: 12 to 14(m)/17
 Jump to 2NT: Minors 2 Lowest
Conv.

DEFENSE VS NOTRUMP
 vs Weak Conv 2levels
 vs Strong Conv Dbl, 2levels

Direct Seat	Balance Seat
2♣ 2 Majors	same
2♦ H or S/ 5M4m	strong same
2♥ 5H4m	-same
2♠ 5S4m	same
DBL conv.	-same

OVER OPPONENT'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: transfer

vs Opening Preempts Doubles Is
 Takeout Thru 3S **Penalty**
Conv. Takeout: 3NT, 4m
Lebensohl 2 NT Response
Other: Leaping Michael, etc.

Primary signal to partner
 Attitude Count Suit Preference
DEFENSIVE CARDING
 Standard vs SUITS vs NT
 Except
Upside Down Count
 Attitude

FIRST DISCARD
 Lavinthal
 Odd / Even
OTHER CARDING
 Smith Echo
 Trump Suit Pref.
 Foster Echo

Names Dingjia Mao, Zhiyu Cheng

GENERAL APPROACH
STANDARD AMERICAN **STRONG CLUB** **FORCING CLUB**
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** 4C, 4D

NOTRUMP OPENING BIDS

15 to 17	3♣ puppet stayman	2NT 20 to 21
to	3♦ singleton H	2NT Minors to
5 Card Major common: <input checked="" type="checkbox"/>	3♥ singleton S	Puppet Stayman <input checked="" type="checkbox"/>
System on over	3♠ 5-4 minors	Transfer Responses
2♣ Stayman <input checked="" type="checkbox"/> Puppet <input type="checkbox"/>		Jacoby <input checked="" type="checkbox"/> Texas <input checked="" type="checkbox"/>
2♦ Transfer to ♥ <input checked="" type="checkbox"/> 4♦/4♥ Transfer <input type="checkbox"/>		Other 4C: 5-5 minors
Forcing Stayman <input type="checkbox"/> Smolen <input checked="" type="checkbox"/>		3♠ 6m or 5-4 minors
2♥ Transfer to ♠ <input checked="" type="checkbox"/> Lebensohl <input checked="" type="checkbox"/> (___ denies)		3NT to
2♠ transfer to C Neg. Double <input checked="" type="checkbox"/>		Gambling <input type="checkbox"/> ACOL <input type="checkbox"/>
2NT transfer to D Other: Rubensohl		Kantar <input type="checkbox"/>

strong on 4th, preempt

MAJOR OPENING
 Expected Min. Length 4 5
 First and Second Seat
 Third and Fourth Seat

RESPONSES
 Double Raise: Force Inv **Weak**
 After Overcall: Force Inv **Weak**
 Conv. Raise: 2NT 3NT **Splinter**
Other: 1H-2S: conv.
1 NT: Forcing **Semi-Forcing**
 2 NT: Forcing Inv. to ___
 3 NT: to ___
Drury **Reverse** **2-Way** **Fit**
Other:

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"/>

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♣ 6 to 10
 2 NT Forcing Inv. 13/18 to 15/19
 3 NT 16 to 17
Other: 1C-2D/M, 1D-2M: conv.

DESCRIBE RESPONSES/REBIDS

2♣ to ___ HCP Strong <input checked="" type="checkbox"/> Other <input type="checkbox"/> 2♦ Resp: Neg <input checked="" type="checkbox"/> Waiting <input type="checkbox"/> 2♥ Neg <input type="checkbox"/>	response: controls Kokish
2♦ to ___ HCP Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	2NT Force <input checked="" type="checkbox"/> New Suit NF <input checked="" type="checkbox"/>
2♥ to ___ HCP Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	2NT Force <input checked="" type="checkbox"/> New Suit NF <input checked="" type="checkbox"/>
2♠ to ___ HCP Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	2NT Force <input checked="" type="checkbox"/> New Suit NF <input checked="" type="checkbox"/>

CONVENTIONAL CALLS: **New Minor Forcing** **Two Way NMF**
Checkback Stayman **XYZ** **Wolf** **Other:** Many
Weak Jump Shifts: In Comp **Not In Comp.**
Fourth Suit Forcing: 1 Round **Game Force** **Unusual vs Unusual**
Other: