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SPECIAL DOUBLES

After Overcall: Penalty []
Negative [] thru 4♥
Responsive [] thru 4♥ Maximal []
Support: Dbl. [] thru 2♥ Redbl []
Card-showing [] Min. Offshape T/O []

NOTRUMP OVERCALLS

Direct: 15 to 18 Systems on []
Conv. []
Balancing: 11 to 15
Jump to 2NT: Minors [] 2Lowest []
Conv. [] 19-20

GENERAL APPROACH

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 []

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 []
JS=6+, INV

DEFENSE VS NOTRUMP

vs: 2nd 4th
2♣ ♠+♥ ♠+♥
2♦ NAT NAT
2♥ NAT NAT
2♠ NAT NAT
Dbl: M4+m5+ M4+m5+
Other

NOTRUMP OPENING BIDS

1NT 15 to 17 3♣ M5 ask
10 to 13 3♦ SPL/To play
5-card Major common [] 3♥ SPL/To play
System on over X&2♣ 3♠ SPL/To play
2♣ Stayman [] Puppet []
2♦ Transfer to ♥ [] 4♦, 4♥ Transfer []
Forcing Stayman [] Smolen [] 3 level
2♥ Transfer to ♠ [] Lebensohl [] (F denies)
2♠ mss [] Neg. Double []
2NT INV [] Other: []

2NT 20 to 21
Puppet Stayman []
Transfer Responses:
Jacoby [] Texas []
3♠ mss; WALSH=M55
3NT 10 to 12
solid M
Conventional NT Openings

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 []

OPENING PREEMPTS

Sound Light Very Light
3/4-bids [] [] []
Conv./Resp. []

2NT Over Limit+ Limit Weak

Majors [] [] []
Minors [] [] []
Other []

MAJOR OPENING

Expected Min. Length 4 5
1st/2nd [] []
3rd/4th [] []

MINOR OPENING

Expected Min. Length 4 3 0-2 Conv.
1♣ [] [] []
1♦ [] [] []

DIRECT CUEBID

OVER: Minor Major
Natural [] []
Strong T/O [] []
Michaels [] []

VS Opening Preempts Double Is

Takeout [] thru 4♠ Penalty []
Conv. Takeout: 4N vs 4♠
Lebensohl 2NT Response []
Other: LM

RESPONSES

Double Raise: Force [] Inv. [] Weak []
After Overcall: Force [] Inv. [] Weak []
Conv. Raise: 2NT [] 3NT [] Splinter []
Other: []
1NT: Forcing [] Semi-forcing []
2NT: Forcing [] Inv. [] to []
3NT: [] to []
Drury []: Reverse [] 2-Way [] Fit []
Other: []

RESPONSES

Double Raise: Force [] Inv. [] Weak []
After Overcall: Force [] Inv. [] Weak []
Forcing Raise: J/S in other minor []
Single raise [] Other: FR
Frequently bypass 4+♦ []
1NT/1♣ [] to []
2NT Forcing [] Inv. [] 11 to 12
3NT: [] 13 to 15
Other 2♥=LR(FSJ@PH), 2♠=MR

SLAM CONVENTIONS Gerber []: 4NT: Blackwood [] RKC [] 1430 []
no TQ=cheapest T

vs Interference: DOPI [] DEPO [] Level: 5/6 ROPI []

LEADS (circle card led, if not in bold)

Table with columns for versus Suits and versus Notrump, showing lead patterns like (X)X, x x x x, (A)K x, T 9 x, etc.

DEFENSIVE CARDING

Standard: [] []
Except []
Upside-Down: count [] [] attitude [] []
FIRST DISCARD
Lavinthal [] []
Odd/Even [] []
OTHER CARDING
Smith Echo [] []
Trump Suit Pref. [] []
Foster Echo [] []

LENGTH LEADS:
4th Best vs SUITS [] vs NT []
3rd/5th Best vs SUITS [] vs NT []
Attitude vs NT []

Primary signal to partner's leads
Attitude [] Count [] Suit preference []

SPECIAL CARDING [] PLEASE ASK

DESCRIBE RESPONSES/REBIDS

Table with columns for DESCRIBE and RESPONSES/REBIDS, containing entries like 2♣ to HCP, 2♦ 5 to 9 HCP M2, etc.

OTHER CONV. CALLS: New Minor Forcing: [] 2-Way NMF []

Weak Jump Shifts: In Comp. [] Not in Comp. []
4th Suit Forcing: 1 Rd. [] Game []
good 2N; Lo/Hi; Catch-all R;
1m(1N) our SYSON; TRF over 2N rebid; DBL123 vs ART O/C