



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: 10 to 16
 Jump to 2NT: Minors 2Lowest
 Conv. _____

NAMES Zheng Zhang/Jianfeng Luo

GENERAL APPROACH

2 over 1
 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
 jump cue = mixed raise

DEFENSE VS NOTRUMP

vs: strong _____ weak _____
 2♣ majors _____ majors _____
 2♦ one M _____ one M _____
 2♥ ♥ + m _____ ♥ + m _____
 2♠ ♠ + m _____ ♠ + m _____
 Dbl: 4M and 5+m _____ penalty _____
 Other 2N: minors _____

NOTRUMP OPENING BIDS

1NT 14+ to 17
 _____ to _____
 5-card Major common
 System on over X, 2♣
 2♣ Stayman Puppet
 2♦ Transfer to ♥ 4♦, 4♥ Transfer
 Forcing Stayman Smolen
 2♥ Transfer to ♠ Lebensohl (fast denies)
 2♠ range-ask (♣) _____ Neg. Double _____
 2NT transfer to ♦ _____ Other: _____

2NT 20 to 21
 Puppet Stayman
 Transfer Responses:
 Jacoby Texas
 3♠ MSS _____

3NT _____ to _____
 gambling _____

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
 2NT Over Limit+ Limit Weak
 Majors
 Minors
 Other _____

OPENING PREEMPTS

Sound Light Very Light
 3/4-bids
 Conv./Resp. new suit forcing

MAJOR OPENING

Expected Min. Length	4	5
1st/2nd	<input type="checkbox"/>	<input type="checkbox"/>
3rd/4th	<input type="checkbox"/>	<input type="checkbox"/>

MINOR OPENING

Expected Min. Length	4	3	0-2	Conv.
1♣	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
1♦	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

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: Minisplto
 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: _____
 Frequently bypass 4+♦
 1NT/1♣ 8 to 10
 2NT Forcing Inv. 11 to 12
 3NT: 13 to 15
 Other _____

DIRECT CUEBID

OVER:	Minor	Major
Natural	<input type="checkbox"/>	<input type="checkbox"/>
Strong T/O	<input type="checkbox"/>	<input type="checkbox"/>
Michaels	<input type="checkbox"/>	<input type="checkbox"/>

VS Opening Preempts Double Is

Takeout thru 4♠ Penalty
 Conv. Takeout: _____
 Lebensohl 2NT Response
 Other: _____

SLAM CONVENTIONS Gerber : 4NT: Blackwood RKC 1430

Exclusion (03/14)

4♣ = preempt kc (0.1w/o.1 w/, 2w/o. 2w/)

vs Interference: DOPI DEPO Level: 5 trump suit+ ROPI

LEADS (circle card led, if not in bold)

versus Suits		versus Notrump	
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	T 9 x	(A) K J x	(A) Q J x
K Q x	K J T x	A J T 9	A T 9 x
Q J x	K T 9 x	K Q J x	(K) Q T 9
J T 9	Q T 9 x	Q J T x	Q T 9 x
K Q T 9		J T 9 x	T 9 x x

DEFENSIVE CARDING

vs SUITS		vs NT
Standard:	<input type="checkbox"/>	<input type="checkbox"/>
Except <input type="checkbox"/>		
Upside-Down:		
count	<input type="checkbox"/>	<input type="checkbox"/>
attitude	<input type="checkbox"/>	<input type="checkbox"/>

FIRST DISCARD

Lavinthal
 Odd/Even
 UDCA

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

DESCRIBE

RESPONSES/REBIDS

2♣ _____ to _____ HCP Strong <input type="checkbox"/> Other <input type="checkbox"/>	strong, ART	
2♦ Resp: Neg <input type="checkbox"/> Waiting <input type="checkbox"/>		kokish
2♦ <u>5</u> to <u>10</u> HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	usually 6	Ogust 2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>
2♥ <u>5</u> to <u>10</u> HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	usually 6	Ogust 2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>
2♠ <u>5</u> to <u>10</u> HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	usually 6	Ogust 2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>

OTHER CONV. CALLS: New Minor Forcing: 2-Way NMF 2♣ forces 2♦

Weak Jump Shifts: In Comp. Not in Comp.

4th Suit Forcing: 1 Rd. Game Unusual vs. Unusual

XYZ, Kokish, Mini splinter, modified J2NT, inverted minors,

SPECIAL CARDING PLEASE ASK