

SPECIAL DOUBLES

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

SIMPLE OVERCALL

1 level 8 to 16 HCP (usually)
often 4 cards very light style
Responses
New Suit: Forcing NF Const NF
Jump Raise: Forcing Inv. Weak

JUMP OVERCALL

Strong Intermediate Weak

OPENING PREEMPTS

Sound Light Very Light
3/4-bids
Conv./Resp. _____

DIRECT CUEBID

OVER: Minor Major
Natural
Strong T/O
Michaels

SLAM CONVENTIONS

Gerber : 4NT: Blackwood RKC 1430

vs Interference: DOPI DEPO Level: _____ 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 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

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

NOTRUMP OVERCALLS

Direct: 15 to 18 Systems on
Conv.
Balancing: 11 to 17
Jump to 2NT: Minors 2Lowest
Conv.

DEFENSE VS NOTRUMP

vs: 15-17 13-15
2♣ two majors two majors
2♦ one major one major
2♥ H+m H+m
2♠ S+m S+m
Dbl: Penalty Penalty
Other: 2N: both minors

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: _____

VS Opening Preempts Double Is

Takeout thru 4H Penalty
Conv. Takeout: 4S/4NT
Lebensohl 2NT Response
Other: _____

DEFENSIVE CARDING

Standard: vs SUITS vs NT
Except

Upside-Down: count
attitude

FIRST DISCARD

Lavinthal
Odd/Even
udca

OTHER CARDING

Smith Echo
Trump Suit Pref.
Foster Echo

PLEASE ASK

Ming Meng/Zheng Zhang

NAMES

GENERAL APPROACH

2/1

Two Over One: Game Forcing Game Forcing Except When Suit Rebid
VERY LIGHT: Openings 3rd Hand Overcalls Preempts
FORCING OPENING: 1♣ 2♣ Natural 2Bids Other

NOTRUMP OPENING BIDS

1NT 15 to 17
3♣ puppet stayman
3♦ minors 5-5, GF
3♥ single H GF, 5-4 minors
3♠ single S GF, 5-4 minors
5-card Major common
System on over 2C, X
2♣ Stayman Puppet
2♦ Transfer to ♥ 4♦, 4♥ Transfer
Forcing Stayman Smolen
2♥ Transfer to ♠ Lebensohl (denies)
2♠ Range asking or C Neg. Double
2NT Weak 5-5 minors or D Other: _____

2NT 20 to 21

Puppet Stayman
Transfer Responses:
Jacoby Texas
3♠ relay to 3NT
3NT: S5H4

3NT 8 to 13
Gambling

Conventional NT Openings

MAJOR OPENING

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

RESPONSES

Double Raise: Force Inv. Weak
After Overcall: Force Inv. Weak
Conv. Raise: 2NT 3NT Splinter
Other: 3C, 3D: Reverse Bergen
1NT: Forcing Semi-forcing
2NT: Forcing Inv. _____ to _____
3NT: _____ to _____
Drury : Reverse 2-Way Fit
Other: 1M-3NT: OM SPL, XYZ

MINOR OPENING

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

RESPONSES

Double Raise: Force Inv. Weak
After Overcall: Force Inv. Weak
Forcing Raise: J/S in other minor
Single raise Other: F1
Frequently bypass 4+♦
1NT/1♣ 8 to 10
2NT Forcing Inv. 11 to 12
3NT: 13+ to play
Other: 1d-3c, 1c-2d: 8-10P support D or C

DESCRIBE

RESPONSES/REBIDS

DESCRIBE	RESPONSES/REBIDS
2♣ 22+ to _____ HCP Strong <input type="checkbox"/> Other <input type="checkbox"/> 2♦ Resp: Neg <input type="checkbox"/> Waiting <input type="checkbox"/>	
2♦ 4 to 10 HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/> two majors	3C=54min, 3D=55min, 3H/3S=max54+ 2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>
2♥ 4 to 10 HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	Ogust 2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>
2♠ 4 to 10 HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	Ogust 2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>

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

Weak Jump Shifts: In Comp. Not in Comp.

4th Suit Forcing: 1 Rd. Game

XYZ