



SPECIAL DOUBLES

After Overcall: **Penalty** ☐ _____
Negative ☐ thru 6♥
Responsive ☐ : thru 4♥ Maximal ☐
Support: Dbl. ☐ thru 2♥ Redbl ☐
Card-showing ☐ Min. Offshape T/O ☐

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

JUMP OVERCALL

Strong ☐ Intermediate ☐ Weak ☐

OPENING PREEMPTS

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

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"/>

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) 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:

	vs SUITS	vs NT
4th Best	<input type="checkbox"/>	<input type="checkbox"/>
3rd/5th Best	<input type="checkbox"/>	<input type="checkbox"/>
Attitude	<input type="checkbox"/>	<input type="checkbox"/>

NOTRUMP OVERCALLS

Direct: 15 to 18 Systems on ☐
Conv. ☐ _____
Balancing: 10 to 16
Jump to 2NT: Minors ☐ 2 Lowest ☐
Conv. ☐ _____

DEFENSE VS NOTRUMP

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

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 6♥ Penalty ☐
Conv. Takeout: _____
Lebensohl 2NT Response ☐
Other: _____

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	<input type="checkbox"/>	<input type="checkbox"/>
Odd/Even	<input type="checkbox"/>	<input type="checkbox"/>
UDCA	<input type="checkbox"/>	<input type="checkbox"/>

OTHER CARDING

Smith Echo	<input type="checkbox"/>	<input type="checkbox"/>
Trump Suit Pref.	<input type="checkbox"/>	<input type="checkbox"/>
Foster Echo	<input type="checkbox"/>	<input type="checkbox"/>

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 ☐ _____

NOTRUMP OPENING BIDS

1NT	
<u>14+</u> to <u>17</u>	3♣ puppet stayman
to _____	3♦ minors GF
5-card Major common <input type="checkbox"/>	3♥ 31(45)
System on over <u>X, 2♣</u>	3♠ 13(45)
2♣ Stayman <input type="checkbox"/> Puppet <input type="checkbox"/>	
2♦ Transfer to ♥ <input type="checkbox"/>	4♦, 4♥ Transfer <input type="checkbox"/>
Forcing Stayman <input type="checkbox"/>	Smolen <input type="checkbox"/>
2♥ Transfer to ♠ <input type="checkbox"/>	Lebensohl <input type="checkbox"/> (fast denies)
2♠ range-ask (♣) <input type="checkbox"/>	Neg. Double <input type="checkbox"/>
2NT transfer to ♦ <input type="checkbox"/>	Other: _____

2NT 20 to 21

Puppet Stayman ☐

Transfer Responses:

Jacoby ☐ Texas ☐

3♠ Relay to 3NT

3NT _____ to _____

gambling _____

Conventional NT Openings

MAJOR OPENING

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

RESPONSES

Double Raise: Force ☐ Inv. ☐ Weak ☐
After Overcall: Force ☐ Inv. ☐ Weak ☐
Conv. Raise: 2NT ☐ 3NT ☐ Splitter ☐
Other: _____
1NT: Forcing ☐ Semi-forcing ☐
2NT: Forcing ☐ Inv. ☐ _____ to _____
3NT: Minisplto
Drury ☐: Reverse ☐ 2-Way ☐ Fit ☐
Other: _____

MINOR OPENING

Expected Min. Length	4	3	NF	0-2	Conv.
1♣	<input type="checkbox"/>	<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"/>	<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♣ 8 to 10
2NT Forcing ☐ Inv. ☐ 11 to 12
3NT: 13 to 15
Other: _____

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	usually 6	Ogust
Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>		2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>
2♥ <u>5</u> to <u>10</u> HCP	usually 6	Ogust
Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>		2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>
2♠ <u>5</u> to <u>10</u> HCP	usually 6	Ogust
Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>		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