

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
 Strong T/O
 Michaels

SLAM CONVENTIONS

Gerber : 4NT: Blackwood RKC 1430
 Exclusion (03/14)

4♦ = preempt kc (0.1w/o, 0.1 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**
 (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: **10** to **16**
 Jump to 2NT: Minors 2 Lowest
 Conv.

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

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:
 Except

FIRST DISCARD

Laventhal
 Odd/Even
 UDCA

OTHER CARDING

Smith Echo
 Trump Suit Pref.
 Foster Echo

PLEASE ASK

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 14+ to 17 3♣ puppet stayman
 _____ to _____ 3♦ minors GF
 5-card Major common 3♥ 31(45)
 System on over X, 2♣ 3♠ 13(45)
 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: _____

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: _____

MINOR OPENING

NF 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: _____

Frequently bypass 4+♦

1NT/1♣ **8** to **10**

2NT Forcing Inv. **11** to **12**

3NT: **13** to **15**

Other: _____

DESCRIBE

2♣ to HCP
 Strong Other strong, ART
 2♦ Resp: Neg Waiting kokish

2♦ **5** to **10** HCP usually 6
 Natural: Weak Intermediate Strong Conv. Ogust
 2♥ **5** to **10** HCP usually 6
 Natural: Weak Intermediate Strong Conv. Ogust
 2♠ **5** to **10** HCP usually 6
 Natural: Weak Intermediate Strong Conv. Ogust

2NT Force New Suit NF
 2NT Force New Suit NF
 2NT Force New Suit NF

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,