

SPECIAL DOUBLES	
After Overcall: <input checked="" type="checkbox"/> Penalty	<input type="checkbox"/>
Negative <input checked="" type="checkbox"/> thru 4M	<input type="checkbox"/>
Responsive: <input checked="" type="checkbox"/> thru 4M	<input type="checkbox"/> Maximal
Support: Dbl <input checked="" type="checkbox"/> thru 2S	<input type="checkbox"/> Rdbl
Card-showing <input type="checkbox"/> Min. Offshape T/O	<input checked="" type="checkbox"/>
Most doubles are T/O.	<input type="checkbox"/>

NOTRUMP OVERCALLS	
Direct: <u>15</u>	to <u>18</u> Systems on <input checked="" type="checkbox"/>
Conv.	<input type="checkbox"/>
Balance: <u>12</u>	to <u>15</u>
Jump to 2NT: Minors <input type="checkbox"/> 2 Lowest <input checked="" type="checkbox"/>	<input type="checkbox"/>
Conv.	<input type="checkbox"/>

NAMES Wenmin Chen & Junhui Zhu	
GENERAL APPROACH	
5M3m 2/1 GF Except 1M/2C either Nat. GF or Limit Raise M,	
Two Over One: Game Forcing <input checked="" type="checkbox"/> Game Forcing Except When Suit Rebid <input type="checkbox"/>	
VERY LIGHT: Openings <input type="checkbox"/> 3rd Hand <input checked="" type="checkbox"/> Overcalls <input checked="" type="checkbox"/> Preempts <input checked="" type="checkbox"/>	
FORCING OPENING: 1♦ <input type="checkbox"/> 2♣ <input checked="" type="checkbox"/> Natural 2 Bids <input type="checkbox"/> Other <input type="checkbox"/>	

SIMPLE OVERCALL	
1-level <u>6</u>	to <u>16</u> HCP (usually)
Often 4 cards <input type="checkbox"/> Very light style <input type="checkbox"/>	
Responses	
New Suit: Forcing <input checked="" type="checkbox"/> NFConst <input type="checkbox"/> NF <input type="checkbox"/>	
Jump Raise: Forcing <input type="checkbox"/> Inv. <input type="checkbox"/> Weak <input checked="" type="checkbox"/>	
Cuebid is 1-round forcing	<input type="checkbox"/>

DEFENSE VS NOTRUMP	
vs: Strong 1NT	Weak 1NT
2♦ C+ one suit	C+ one suit
2♦ D+ M	D= M
2♥ H+ S	H+ S
2♣ 6+S	6+S
Dbl 6+ any suit	6+ any suit
Other:	<input type="checkbox"/>

NOTRUMP OPENING BIDS	
1NT	<input type="checkbox"/>
15 to 17	<input type="checkbox"/>
to	<input type="checkbox"/>
5-Card Major Common <input checked="" type="checkbox"/>	<input type="checkbox"/>
System On OverDbl	<input type="checkbox"/>
2♦ Stayman <input checked="" type="checkbox"/> Puppet <input type="checkbox"/>	<input type="checkbox"/>
2♦ Transfer to ♦ <input checked="" type="checkbox"/>	<input type="checkbox"/>
Forcing Stayman <input type="checkbox"/>	<input type="checkbox"/>
2♥ Transfer to ♣ <input checked="" type="checkbox"/>	<input type="checkbox"/>
Smolen <input checked="" type="checkbox"/>	<input type="checkbox"/>
2♣ Range Ask or C	<input type="checkbox"/>
2NTD or weak minors	<input type="checkbox"/>
Other:	<input type="checkbox"/>
Negative Double <input type="checkbox"/>	<input type="checkbox"/>

OPENING PREEMPTS		
Sound <input type="checkbox"/>	Light <input checked="" type="checkbox"/>	Very Light <input type="checkbox"/>
3/4-bids <input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Conv./Resp. <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

OVER OPP'S T/O DOUBLE			
New Suit Forcing: 1-level <input checked="" type="checkbox"/>	2-level <input type="checkbox"/>		
Redouble implies no fit <input checked="" type="checkbox"/>			
2NT Over	Limit +	Limit	Weak
Majors	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Minors	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Other: Weak jump raise	<input type="checkbox"/>		

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

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

RESPONSES	
Double Raise: Force <input type="checkbox"/> Inv. <input type="checkbox"/> Weak <input checked="" type="checkbox"/>	<input type="checkbox"/>
After Overcall: Force <input type="checkbox"/> Inv. <input type="checkbox"/> Weak <input checked="" type="checkbox"/>	<input type="checkbox"/>
Conv. Raise: 2NT <input checked="" type="checkbox"/> 3NT <input type="checkbox"/> Splinter <input checked="" type="checkbox"/>	<input type="checkbox"/>
Other: 1M/2C could be Limit Raise	<input type="checkbox"/>

DESKRIBE	
2♦ 22 to <input type="checkbox"/> HCP or 9+ winning tricks	<input type="checkbox"/>
Strong <input checked="" type="checkbox"/> Other <input type="checkbox"/>	<input type="checkbox"/>

FIRSD DISCARD	
Upside-Down Count <input type="checkbox"/>	<input type="checkbox"/>
Upside-Down Attitude <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>	<input type="checkbox"/>

OTHER CARDING	
Smith Echo <input type="checkbox"/>	<input type="checkbox"/>
Trump Suit Pref. <input checked="" type="checkbox"/>	<input type="checkbox"/>

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OTHER CONV CALLS: New Minor Forcing <input type="checkbox"/> 2-Way NMF <input checked="" type="checkbox"/>	
Weak jump shifts: In Comp. <input checked="" type="checkbox"/> Not In Comp. <input type="checkbox"/>	<input type="checkbox"/>
4th Suit Forcing: 1 Round <input type="checkbox"/> To Game <input checked="" type="checkbox"/>	<input type="checkbox"/>

SLAM CONVENTIONS		
Gerber <input checked="" type="checkbox"/>	4NT: Blackwood <input type="checkbox"/>	RKC <input checked="" type="checkbox"/> 1430 <input type="checkbox"/>
Voidwood 1/4 0/3		

vs. Interference: DOPI <input type="checkbox"/> DEPO <input type="checkbox"/> Level: Dbl=L1 Pass=L2+1=L3+2=L4		
ROPI <input type="checkbox"/>		
Length Leads: <input type="checkbox"/>		
4th Best <input type="checkbox"/>	vs Suits <input type="checkbox"/>	vs NT <input checked="" type="checkbox"/>
3rd/5th Best <input type="checkbox"/>	vs Suits <input checked="" type="checkbox"/>	vs NT <input type="checkbox"/>

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