

SPECIAL DOUBLES After Overcall: Penalty <input type="checkbox"/> _____ Negative <input checked="" type="checkbox"/> thru 4m _____ Responsive: <input checked="" type="checkbox"/> thru 4m _____ Maximal <input type="checkbox"/> Support: Dbl <input checked="" type="checkbox"/> thru 2S _____ Rdbl <input type="checkbox"/> Card-showing <input type="checkbox"/> Min. Offshape T/O <input checked="" type="checkbox"/> Most doubles are T/O.		NOTRUMP OVERCALLS Direct: 15 to 18 Systems on <input checked="" type="checkbox"/> Conv. _____ Balance: 12 to 15 _____ Jump to 2NT: Minors <input type="checkbox"/> 2 Lowest <input checked="" type="checkbox"/> Conv. _____		NAMES Wenmin Chen & Junhui Zhu	
SIMPLE OVERCALL 1-level 6 to 16 HCP (usually) Often 4 cards <input type="checkbox"/> Very light style <input type="checkbox"/> Responses New Suit: Forcing <input checked="" type="checkbox"/> NF Const <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		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: _____		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"/>	
JUMP OVERCALL Strong <input type="checkbox"/> Intermediate <input type="checkbox"/> Weak <input checked="" 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		NOTRUMP OPENING BIDS <div style="display: flex; justify-content: space-between;"> <div style="width: 45%;"> 1NT 15 to 17 _____ to _____ 5-Card Major Common <input checked="" type="checkbox"/> System On Over Dbl _____ 2♣ Stayman <input checked="" type="checkbox"/> Puppet <input type="checkbox"/> 2♦ Transfer to ♥ <input checked="" type="checkbox"/> Forcing Stayman <input type="checkbox"/> 2♥ Transfer to ♠ <input checked="" type="checkbox"/> 2♠ Range Ask or C _____ 2NT D or weak minors </div> <div style="width: 45%;"> 3♣ Modified Stayman 3♦ 5/5+m.s GF, Slamis 3♥ 3154 3145 GF 3♠ 1345 1354 GF 4C Gerber 1/4 0/3 4S 5/5m.s GF 4♦, 4♥ Transfer <input checked="" type="checkbox"/> Smolen <input checked="" type="checkbox"/> Lebensohl <input checked="" type="checkbox"/> (fast denies) Negative Double <input type="checkbox"/> _____ </div> </div>	
OPENING PREEMPTS <div style="display: flex; justify-content: space-around;"> Sound <input type="checkbox"/> Light <input checked="" type="checkbox"/> Very Light <input type="checkbox"/> </div> 3/4-bids <input type="checkbox"/> Conv./Resp.		DIRECT CUEBID <div style="display: flex; justify-content: space-around;"> Over: _____ Minor <input type="checkbox"/> Major <input type="checkbox"/> </div> Natural <input type="checkbox"/> <input type="checkbox"/> Strong T/O <input type="checkbox"/> <input type="checkbox"/> Michaels <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>		VS OPENING PREEMPT DOUBLE IS Takeout <input checked="" type="checkbox"/> thru 4S _____ Penalty <input type="checkbox"/> Conv. Takeout: _____ Lebensohl 2NT Response <input checked="" type="checkbox"/> Other: Leaping Michaels	
SLAM CONVENTIONS Gerber <input checked="" type="checkbox"/> 4NT: Blackwood <input type="checkbox"/> RKC <input checked="" type="checkbox"/> 1430 <input checked="" type="checkbox"/> Voidwood 1/4 0/3		MAJOR OPENING Expected Min. Length 4 5 1st/2nd <input type="checkbox"/> <input checked="" type="checkbox"/> 3rd/4th <input type="checkbox"/> <input checked="" type="checkbox"/> RESPONSES Double Raise: Force <input type="checkbox"/> Inv. <input type="checkbox"/> Weak <input checked="" type="checkbox"/> After Overcall: Force <input type="checkbox"/> Inv. <input type="checkbox"/> Weak <input checked="" type="checkbox"/> Conv. Raise: 2NT <input checked="" type="checkbox"/> 3NT <input type="checkbox"/> Splinter <input checked="" type="checkbox"/> Other: 1M/2C could be Limit Raise 1NT: Forcing <input type="checkbox"/> Semi-forcing <input checked="" type="checkbox"/> 2NT: Forcing <input checked="" type="checkbox"/> Inv. <input type="checkbox"/> _____ to _____ 3NT: 13 to 15 Drury <input type="checkbox"/> : Reverse <input checked="" type="checkbox"/> 2-Way <input type="checkbox"/> Fit <input type="checkbox"/> Other: 1M/3m 9-11 6+m non forcing		MINOR OPENING Expected Min. Length 4 3 NF 0-2 Conv. 1♣ <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 1♦ <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> RESPONSES Double Raise: Force <input type="checkbox"/> Inv. <input type="checkbox"/> Weak <input checked="" type="checkbox"/> After Overcall: Force <input type="checkbox"/> Inv. <input type="checkbox"/> Weak <input checked="" type="checkbox"/> Forcing Raise: J/S in other minor <input type="checkbox"/> Single raise <input checked="" type="checkbox"/> Other: Inverted minors Frequently bypass 4+♦ <input type="checkbox"/> 1NT/1♠: 6 to 10 2NT: Forcing <input type="checkbox"/> Inv. <input checked="" type="checkbox"/> 11 to 12 3NT: 13 to 15 Other: 1m/2H 5S4+H 2S+5S4+H Inv.	
vs. Interference: DOPI <input type="checkbox"/> DEPO <input type="checkbox"/> Level: Dbl=L1 Pass=L2 +1=L3+2=L4 _____ ROPI <input type="checkbox"/>		LEADS (click card led, if not in bold) <div style="display: flex; justify-content: space-around;"> <div style="width: 45%;"> versus Suits <div style="display: flex; justify-content: space-between;"> <div> x x x x x A K x K Q x Q J x J 10 x K Q 10 9 </div> <div> x x x x x x x x x 10 9 x x K J 10 x K 10 9 x Q 10 9 x Q 10 9 x </div> </div> </div> <div style="width: 45%;"> versus Notrump <div style="display: flex; justify-content: space-between;"> <div> x x x x x A K J x A J 10 9 K Q J x Q J 10 x J 10 9 x </div> <div> x x x x x x x x x A Q J x A 10 9 8 K Q 10 9 Q 10 9 8 10 9 8 x </div> </div> </div> </div>		DEFENSIVE CARDING Standard: <input type="checkbox"/> <input type="checkbox"/> Except <input type="checkbox"/> Standard Count Upside-Down Count <input type="checkbox"/> <input type="checkbox"/> Upside-Down Attitude <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> FIRST DISCARD Lavinthal <input type="checkbox"/> <input type="checkbox"/> Odd/Even <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> OTHER CARDING Smith Echo <input type="checkbox"/> <input checked="" type="checkbox"/> Trump Suit Pref. <input checked="" type="checkbox"/> Foster Echo <input type="checkbox"/> <input type="checkbox"/>	
Length Leads: 4th Best _____ vs Suits <input type="checkbox"/> vs NT <input checked="" type="checkbox"/> 3rd/5th Best _____ vs Suits <input checked="" type="checkbox"/> vs NT <input type="checkbox"/> Attitude vs NT <input type="checkbox"/>		Primary signal to partner's leads Attitude <input checked="" type="checkbox"/> Count <input type="checkbox"/> Suit Preference <input type="checkbox"/>		DESCRIBE 2♣ 22 to _____ HCP or 9+ winning tricks Strong <input checked="" type="checkbox"/> Other <input type="checkbox"/> 2♦ Response: Neg <input type="checkbox"/> Waiting <input checked="" type="checkbox"/> 2H neg. 2NT=2H 2♥ 6 to 10 HCP H & Minor Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/> 2♠ 6 to 10 HCP S & Minor Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/>	
SPECIAL CARDING <input type="checkbox"/> PLEASE ASK		RESPONSES/REBIDS 2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/> 2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/> 2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/>			
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"/> 4th Suit Forcing: 1 Round <input type="checkbox"/> To Game <input checked="" type="checkbox"/>					