



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,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
(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 ☐

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:	☐	☐
Except ☐		
Upside-Down:		
count	☐	☐
attitude	☐	☐

FIRST DISCARD

Lavinthal ☐ ☐
 Odd/Even ☐ ☐
UDCA ☐ ☐

OTHER CARDING

Smith Echo ☐ ☐
 Trump Suit Pref. ☐ ☐
 Foster Echo ☐ ☐

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♣ modifid puppet
to _____		3♦ minors GF
5-card Major common ☐	3♥ 31(45)	3♠ 13(45)
System on over <u>X, 2♣</u>		
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: _____	

2NT 19+ 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	☐	☐
3rd/4th	☐	☐

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: Minisplit
 Drury ☐: Reverse ☐ 2-Way ☐ Fit ☐
 Other: _____

MINOR OPENING

Expected Min. Length	4	3	NF 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: inverted ☐
 Frequently bypass 4+♦ ☐
 1NT/1♣ 8 to 10
 2NT Forcing ☐ Inv. ☐ 11 to 12
 3NT: 13 to 15
 Other: _____

DESCRIBE

RESPONSES/REBIDS

	strong, ART	
2♣ _____ to _____ HCP Strong ☐ Other ☐ 2♦ Resp: Neg ☐ Waiting ☐		kokish
2♦ <u>5</u> to <u>10</u> HCP usually 6 Natural: Weak ☐ Intermediate ☐ Strong ☐ Conv. ☐		Ogust 2NT Force ☐ New Suit NF ☐
2♥ <u>5</u> to <u>10</u> HCP usually 6 Natural: Weak ☐ Intermediate ☐ Strong ☐ Conv. ☐		Ogust 2NT Force ☐ New Suit NF ☐
2♠ <u>5</u> to <u>10</u> HCP usually 6 Natural: Weak ☐ Intermediate ☐ Strong ☐ Conv. ☐		Ogust 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-splitter, J2NT, inverted minors, reverse Flannery

optional minorwood

SPECIAL CARDING

PLEASE ASK