



### SPECIAL DOUBLES

After Overcall: Penalty  \_\_\_\_\_  
 Negative  thru 4♥  
 Responsive  : thru 4♥ Maximal   
 Support: Dbl.  thru 3♦ Redbl   
 Card-showing  Min. Offshape T/O   
 Snapdragon X

### NOTRUMP OVERCALLS

Direct: 15 to 18 Systems on   
 Conv.  \_\_\_\_\_  
 Balancing: 11 to 14  
 Jump to 2NT: Minors  2 Lowest   
 Conv.  system on/balance & ovrcl

NAMES Weiling Zhao

### 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  \_\_\_\_\_

### SIMPLE OVERCALL

1 level 6 to 16 HCP (usually)  
 often 4 cards  very light style   
 Responses  
 New Suit: Forcing  NF Const  NF   
 Jump Raise: Forcing  Inv.  Weak   
 X XX show A or K in PD suit

### DEFENSE VS NOTRUMP

vs: all  
 2♣ 1 suit \_\_\_\_\_  
 2♦ ♥ & ♠ \_\_\_\_\_  
 2♥ ♥ & minor \_\_\_\_\_  
 2♠ ♠ & minor \_\_\_\_\_  
 Dbl: good hand  
 Other 2nt=minors, PH dbl=clubs

### NOTRUMP OPENING BIDS

1NT  
14+ to 17  
to  
 5-card Major common   
 System on over X, 2♣  
 2♣ Stayman  Puppet   
 2♦ Transfer to ♥  4♦, 4♥ Transfer   
 Forcing Stayman  Smolen   
 2♥ Transfer to ♠  Lebensohl  (fast denies)  
 2♠ - ♣  Neg. Double  2&3  
 2NT - ♦  Other: garbage stayman

3♣ Puppet \_\_\_\_\_  
 3♦ 1♠/3♥/4-5 min \_\_\_\_\_  
 3♥ 1♥/3♠/4-5 min \_\_\_\_\_  
 3♠ Transfer to 3NT \_\_\_\_\_  
 M show short, slam int

2NT 19+ to 21  
 Puppet Stayman   
 Transfer Responses:  
Jacoby  Texas   
 3♠ Transfer to 3NT  
 M show short, Slam Int

3NT \_\_\_\_\_ to \_\_\_\_\_  
 gmbng/4♦ asks single

Conventional NT Openings

### JUMP OVERCALL

Strong  Intermediate  Weak   
 jump Cue = mixed raise

### OVER OPP'S T/O DOUBLE

New Suit Forcing: 1 level  2 level   
 Jump Shift: Forcing  Inv.  Weak   
 Redouble implies no fit

### OPENING PREEMPTS

Sound Light Very Light  
 3/4-bids      
 Conv./Resp. Leaping Michaels

2NT Over Limit+ Limit Weak  
 Majors     
 Minors     
 Other \_\_\_\_\_

### MAJOR OPENING

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

### MINOR OPENING

Expected Min. Length	4	3	0-2	Conv.
1♣	<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"/>

### RESPONSES

Double Raise: Force  Inv.  Weak   
 After Overcall: Force  Inv.  Weak   
 Conv. Raise: 2NT  3NT  Splitter   
 Other: Reverse bergen off when interfere  Single raise  Other: F one round

1NT: Forcing  Semi-forcing   
 2NT: Forcing  Inv.  \_\_\_\_\_ to \_\_\_\_\_  
 3NT: 13 to 15  
 Drury : Reverse  2-Way  Fit   
 Other: Jacoby off w interfere

Double Raise: Force  Inv.  Weak   
 After Overcall: Force  Inv.  Weak   
 Forcing Raise: J/S in other minor   
 Frequently bypass 4+♦   
 1NT/1♣ 6 to 10  
 2NT Forcing  Inv.  10+ to 12-  
 3NT: 13 to 15  
 Other \_\_\_\_\_

SLAM CONVENTIONS Gerber : 4NT: Blackwood  RKC  1430   
 Gerber over NT only

vs Interference: DOPI  DEPO  Level: 5 ROPI

### LEADS (circle card led, if not in bold)

versus Suits	versus Notrump
<b>(X)X</b> x x <b>(X)X</b>	<b>(X)X</b> x x <b>(X)X</b>
x x <b>(X)</b>	x x x <b>(X)</b>
<b>(A)K</b> x <b>(T)9</b> x	<b>(A)K</b> J x <b>(A)Q</b> J x
<b>(K)Q</b> x <b>(K)J</b> T x	<b>(A)J</b> T 9 <b>(A)T</b> 9 x
<b>(Q)J</b> x <b>(K)T</b> 9 x	<b>(K)Q</b> J x <b>(K)Q</b> T 9
<b>(J)T</b> 9 <b>(Q)T</b> 9 x	<b>(Q)J</b> T x <b>(Q)T</b> 9 x
<b>(K)Q</b> T 9	<b>(J)T</b> 9 x <b>(T)9</b> x x

### DEFENSIVE CARDING

Standard:  vs SUITS  vs NT   
 Except   
 Upside-Down: \_\_\_\_\_  
 count    
 attitude

### LENGTH LEADS:

4th Best vs SUITS  vs NT   
 3rd/5th Best vs SUITS  vs NT   
 vs NT: zero or 1 higher Attitude, vs NT   
 A/Q asks attitude; K ask unblock/count

### FIRST DISCARD

Lavinthal    
 Odd/Even

### OTHER CARDING

Smith Echo reverse    
 Trump Suit Pref.    
 Foster Echo

### DESCRIBE

### RESPONSES/REBIDS

DESCRIBE	RESPONSES/REBIDS
<u>2♣</u> _____ to _____ HCP Strong <input type="checkbox"/> Other <input type="checkbox"/> 2♦ Resp: Neg <input type="checkbox"/> Waiting <input type="checkbox"/>	2♦ then 3♣ = dbl negative
<u>2♦</u> <u>5</u> to <u>11</u> HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	usually 6 feature 2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>
<u>2♥</u> <u>5</u> to <u>11</u> HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	usually 6 feature 2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>
<u>2♠</u> <u>5</u> to <u>11</u> HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	usually 6 feature 2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>

OTHER CONV. CALLS: New Minor Forcing:  2-Way NMF  XYZ all

Weak Jump Shifts: In Comp.  Not in Comp.

4th Suit Forcing: 1 Rd.  Game  Unusual vs. Unusual; Western Cue

wolff signoff/Suction against strong 1♣

HSGT/2NT inquiry hand w 1m-1M, 2M-2NT, answer 3344

## SPECIAL CARDING PLEASE ASK