



### SPECIAL DOUBLES

After Overcall: **Penalty**  \_\_\_\_\_  
 Negative  thru 3S  
 Responsive  : thru \_\_\_\_\_ Maximal   
**Support: Dbl.**  thru 2S **Redbl**   
 Card-showing  Min. Offshape T/O

### NOTRUMP OVERCALLS

**Direct:** 15 to 18 Systems on   
**Conv.**  \_\_\_\_\_  
**Balancing:** 12 to 15  
 Jump to 2NT: Minors  2 Lowest   
**Conv.**  \_\_\_\_\_

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### GENERAL APPROACH

2/1, Strong Notrump, 5 card majors  
**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

### DEFENSE VS NOTRUMP

**vs:** Weak \_\_\_\_\_ Strong \_\_\_\_\_  
 2♣ **Landy (Majors)**  + higher \_\_\_\_\_  
 2♦ **Natural**  ♦ + higher \_\_\_\_\_  
 2♥ **Natural**  Majors \_\_\_\_\_  
 2♠ **Natural**  ♠ \_\_\_\_\_  
 Dbl: **Penalty** \_\_\_\_\_ **Long Suit** \_\_\_\_\_  
 Other \_\_\_\_\_

### NOTRUMP OPENING BIDS

**1NT**  
15 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♠ **♣ or limit** \_\_\_\_\_ **Neg. Double**  \_\_\_\_\_  
 2NT **Better minor** \_\_\_\_\_ **Other:** \_\_\_\_\_

**3♣ 5-5 minor inv.** \_\_\_\_\_  
**3♦ 5-5 maj GF** \_\_\_\_\_  
**3♥ 3145 slam interest** \_\_\_\_\_  
**3♠ 1345 slam interest** \_\_\_\_\_

**2NT** 20 to 21  
 Puppet Stayman   
**Transfer Responses:**  
**Jacoby**  **Texas**   
**3♠ Relay to 3NT** \_\_\_\_\_  
**Minor suit slam interest** \_\_\_\_\_

**3NT** \_\_\_\_\_ to \_\_\_\_\_  
**Gambling no outside A** \_\_\_\_\_

**Conventional NT Openings**

### JUMP OVERCALL

**Strong**  **Intermediate**  **Weak**

### 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.** \_\_\_\_\_

### VS Opening Preempts Double Is

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

### DIRECT CUEBID

OVER: Minor \_\_\_\_\_ Major \_\_\_\_\_  
 Natural    
 Strong T/O    
 Michaels

### VS Opening Preempts Double Is

Takeout  thru 4H **Penalty**   
**Conv. Takeout:** \_\_\_\_\_  
**Lebensohl 2NT Response**   
**Other:** \_\_\_\_\_

**SLAM CONVENTIONS** Gerber : 4NT: Blackwood  RKC  1430

### MAJOR OPENING

Expected Min. Length 4 5  
 1st/2nd    
 3rd/4th

### MINOR OPENING

Expected Min. Length 4 3 0-2 **Conv.**  
 1♣      
 1♦

### RESPONSES

Double Raise: Force  Inv.  **Weak**   
 After Overcall: Force  Inv.  **Weak**   
 Conv. Raise: **2NT**  **3NT**  **Splinter**   
**Other:** **Jacoby 2NT, 3NT mini-splinter**  **4♠ splinter**  **Other:** **Inverted** \_\_\_\_\_

### RESPONSES

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** \_\_\_\_\_

**1NT:** **Forcing**  **Semi-forcing**   
**2NT:** **Forcing**  Inv.  \_\_\_\_\_ to \_\_\_\_\_  
**3NT:** \_\_\_\_\_ to \_\_\_\_\_  
**Drury** : **Reverse**  **2-Way**  **Fit**   
**Other:** **Bergen, Mini-splinters** \_\_\_\_\_

vs Interference: **DOPI**  **DEPO**  Level: \_\_\_\_\_ **ROPI**

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

versus Suits		versus Notrump	
<b>X X</b>	x x x x	<b>X X</b>	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

### DEFENSIVE CARDING

vs SUITS vs NT  
 Standard:     
 Except

Upside-Down:  
 count    
 attitude

### LENGTH LEADS:

4th Best vs SUITS  vs NT   
 3rd/5th Best vs SUITS  vs NT   
 Attitude vs NT

### FIRST DISCARD

Lavinthal    
 Odd/Even

### OTHER CARDING

Smith Echo    
 Trump Suit Pref.    
 Foster Echo

### Primary signal to partner's leads

Attitude  Count  Suit preference

### DESCRIBE

### RESPONSES/REBIDS

2♣ <u>22</u> to <u>+</u> HCP Strong <input type="checkbox"/> Other <input type="checkbox"/>	or 8 1/2 winners	2D waiting
2♦ Resp: Neg <input type="checkbox"/> Waiting <input type="checkbox"/>		2H neg 2S 10+ HCP (AKK)
2♦ <u>11</u> to <u>15</u> HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	Flannery, 4♠ 5♥	2NT asking, 3m NF 2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>
2♥ _____ to _____ HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>		2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>
2♠ _____ to _____ HCP Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>		2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>

### OTHER CONV. CALLS: New Minor Forcing: 2-Way NMF Checkback

Weak Jump Shifts: In Comp.  Not in Comp.  \_\_\_\_\_

4th Suit Forcing: 1 Rd.  Game  \_\_\_\_\_

### SPECIAL CARDING

### PLEASE ASK