



NAMES JJ Wang and Jun Shi

GENERAL APPROACH

Two Over One: Game Forcing... VERY LIGHT: Openings... FORCING OPENING: 1♣... 2♣... Natural 2 Bids... Other...

NOTRUMP OPENING BIDS

1NT 14+ to 17... 2♣ Stayman... 2♦ Transfer to ♥... 2♥ Transfer to ♠... 2♠ range/♣... 2NT ♠... 3♣ Mod. Puppet... 3♦ Short ♥... 3♥ Short ♠... 3♠ 55m GF... 4♦, 4♥ Transfer... Smolen... Lebensohl... Neg. Double... 3 level... Other: 4♣/4♦:->♥/♠

2NT 19+ to 21... Puppet Stayman... Transfer Responses: Jacoby... Texas... 3♠ 6+♦/♣ or ♦+♣... 3M+1: super acc, 8+ctrl... 3NT... to... 4♣ or 4♦ PRE

Conventional NT Openings 4NT: RKC, 1.5.2, void..

MAJOR OPENING

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

MINOR OPENING

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

RESPONSES

Double Raise: Force... Inv... Weak... After Overcall: Force... Inv... Weak... Conv. Raise: 2NT... 3NT... Splinter... Other: 3M/-1/-2=WK/INV/MIX... 1NT: Forcing... Semi-forcing... 2NT: Forcing... Inv... 12 to... 3NT: SPL to... Drury: Reverse... 2-Way... Fit... multi 2♠ over 1♥, 3♣ INV... Other: TRF over Dbl. from 1NT

RESPONSES

Double Raise: Force... Inv... Weak... After Overcall: Force... Inv... Weak... Forcing Raise: J/S in other minor... Single raise... Other: multi 2♥/2♠... Frequently bypass 4+♦... 1NT/1♣... 7 to 10... 2NT Forcing... Inv... 13 to 15... 3NT: 16 to 17... Other 2m+1: rev Flan.. 2m+2: MIX/11-12NT

SPECIAL DOUBLES

After Overcall: Penalty... Negative... thru... 4♥... Responsive... thru... 3♠ Maximal... Support: Dbl... thru... 2♠ Redbl... Card-showing... Min. Offshape T/O

NOTRUMP OVERCALLS

Direct: 15 to 18 Systems on... Conv... Balancing: 11 to 16... Jump to 2NT: Minors... 2 Lowest... Conv...

DEFENSE VS NOTRUMP

vs: Strong Weak... 2♣ ♠+♥ same... 2♦ ♠ or ♥ same... 2♥ ♥+m same... 2♠ ♠+m same... Dbl: mM, 1m, str Penalty... Other

SIMPLE OVERCALL

1 level 7 to 17 HCP (usually) often 4 cards... very light style... Responses New Suit: Forcing... NF Const... NF... Jump Raise: Forcing... Inv... Weak

JUMP OVERCALL

Strong... Intermediate... Weak... 2♦: ♠+♥ vs. nebulous 1♣

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. 4♣: RKC(0.5,1,1.5,2,1.5v)

2NT Over Limit+ Limit Weak

Majors... Minors... Other

DIRECT CUEBID

OVER: Minor Major... Natural... Strong T/O... Michaels... Jump cue: 3m=♠+♥; 3M for stopper

VS Opening Preempts Double Is

Takeout... thru... 4♠ Penalty... Conv. Takeout... Lebensohl 2NT Response... Other

SLAM CONVENTIONS Gerber... 4NT: Blackwood... RKC... 1430... Non-Serious 3M+1, KRKC, ERKC, IRKC

vs Interference: DOPI... DEPO... Level... 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... (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... 4+card/3+shown card Russian vs NT/suit... coded 10/9 in middle of play

Primary signal to partner's leads

Attitude... Count... Suit preference

DEFENSIVE CARDING

Standard: vs SUITS vs NT... Except

Upside-Down: count attitude

FIRST DISCARD

Lavinthal... Odd/Even

OTHER CARDING

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

SPECIAL CARDING

PLEASE ASK