

<p>SPECIAL DOUBLES After Overcall: Penalty <input type="checkbox"/> usually not Negative <input checked="" type="checkbox"/> thru 4S; promises 4oM Responsive: <input checked="" type="checkbox"/> thru 4S Maximal <input checked="" type="checkbox"/> Support: Dbl <input checked="" type="checkbox"/> thru any Rdbl <input checked="" type="checkbox"/> Card-showing <input type="checkbox"/> Min. Offshape T/O <input type="checkbox"/> Snapdragon: (1X)-1Y-(*)-**=values</p>	<p>NOTRUMP OVERCALLS Direct: 15 to 18 Systems on <input checked="" type="checkbox"/> Conv. bal 2NT 19-20 system on Balance: 11 to 15 Jump to 2NT: Minors <input checked="" type="checkbox"/> 2 Lowest <input checked="" type="checkbox"/> Conv. bal 1NT-2C-2X/2NT=max</p>	<p>NAMES Anne Brenner/David Caprera GENERAL APPROACH PRECISION. Rebid 2M=6+suit. 2NT=default. Two Over One: Game Forcing <input type="checkbox"/> Game Forcing Except When Suit Rebi VERY LIGHT: Openings <input type="checkbox"/> 3rd Hand <input type="checkbox"/> Overcalls <input type="checkbox"/> Preempts <input type="checkbox"/> FORCING OPENING: 1♠ <input checked="" type="checkbox"/> 2♠ <input type="checkbox"/> Natural 2 Bids <input type="checkbox"/> Other <input type="checkbox"/></p>
<p>SIMPLE OVERCALL 1-level 6 to 18 HCP (usually) Often 4 cards <input type="checkbox"/> Very light style <input type="checkbox"/> Responses New Suit: Forcing <input type="checkbox"/> NFConst <input type="checkbox"/> NF <input type="checkbox"/> Jump Raise: Forcing <input type="checkbox"/> Inv. <input type="checkbox"/> Weak <input checked="" type="checkbox"/> JQ;JS;transfers/M-(DBL);2NT/M</p>	<p>DEFENSE VS NOTRUMP vs: Strong/2NT Weak (13-) 2♠ C's + M M's 2♥ D's + M tr to H's 2♥ natural tr to S's 2♠ natural 4S+5m Dbl one m or M's penalty Other: 2NT/weak4H+m Opponents favorable=weak NT</p>	<p>NOTRUMP OPENING BIDS 1NT 3♠ transfer to D's 14 to 16 3♠ 5+5+ minors GF 15 to 17 3♥ 4144 5-Card Major Common <input checked="" type="checkbox"/> 3♠ 1444 System On Over DBL 2C secondary m transfer 2♣ Stayman <input checked="" type="checkbox"/> Puppet <input type="checkbox"/> Transfer Lebensohl 2♦ Transfer to ♥ <input checked="" type="checkbox"/> 4♠, 4♥ Transfer <input checked="" type="checkbox"/> Forcing Stayman <input type="checkbox"/> Smolen <input checked="" type="checkbox"/> 2♥ Transfer to ♠ <input checked="" type="checkbox"/> Lebensohl <input checked="" type="checkbox"/> (denies) 2♠ Range/C's/2254 Negative Double <input checked="" type="checkbox"/> 2+3 2NT puppet/3154/44m Mod Meckwell/Pen DBL</p>
<p>JUMP OVERCALL Strong <input type="checkbox"/> Intermediate <input type="checkbox"/> Weak <input checked="" type="checkbox"/> 2NT=Mod Ogust. transfers+FJS/DBL</p>	<p>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 type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> Minors <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> Other: 2M-1/2M/3M-1/3M/Tr/FJS/3NT</p>	<p>MAJOR OPENING Expected Min. Length 4 5 1st/2nd <input type="checkbox"/> <input checked="" type="checkbox"/> 3rd/4th <input checked="" 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"/> Splitter <input type="checkbox"/> Other: 3♠=GF 3♠=GI 3M=TP 3OM+=void 1NT: Forcing <input type="checkbox"/> Semi-forcing <input checked="" type="checkbox"/> 2NT: Forcing <input type="checkbox"/> Inv. <input checked="" type="checkbox"/> inv. to GF 3NT: ask to Drury <input checked="" type="checkbox"/> : Reverse <input checked="" type="checkbox"/> 2-Way <input type="checkbox"/> Fit <input type="checkbox"/> Other: 1M-3m, 1♠-3♥=invit. FJS-BPH.</p>
<p>OPENING PREEMPTS 3/4-bids Sound Light Very Light Conv./Resp. <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/></p>	<p>VS OPENING PREEMPT DOUBLE IS Takeout <input checked="" type="checkbox"/> thru Penalty <input type="checkbox"/> Conv. Takeout: No Leb if DBL BPH Lebensohl 2NT Response <input checked="" type="checkbox"/> Other: 3M/4m/4oM/4M/4NT over 2M</p>	<p>MIN Expected Min. Length 1♠ 1♦ RI Double Raise: Force After Overcall: Force Forcing Raise: J/S in Single raise <input checked="" type="checkbox"/> Other Frequently bypass 4- 1NT/1♠: 12+ to H's 2NT: Forcing <input type="checkbox"/> Inv. <input type="checkbox"/> 3NT: 13+ to 16 Other: UMJODOO;1 both m</p>
<p>DIRECT CUEBID Over: Minor Major 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"/> 3♠=POC; 2NT bid GI</p>	<p>SLAM CONVENTIONS Gerber <input checked="" type="checkbox"/> 4NT: Blackwood <input checked="" type="checkbox"/> RKC <input checked="" type="checkbox"/> 1430 <input type="checkbox"/> 4X+1=KCK; 6card KCB; 1NT-2♠-2M-4=KCB; Exclusion; All: 0/3, 1, 2-q, 2+q void show; modified KCB/2M-2NT +3bids; RDBL-steps UTLwith control vs. Interference: DOPI <input checked="" type="checkbox"/> DEPO <input checked="" type="checkbox"/> Level: ROPI <input type="checkbox"/></p>	<p>DESCRIBE 2♠ 10 to 15 HCP 6+C's; 2M=NFB RE: New sui Strong <input type="checkbox"/> Other <input checked="" type="checkbox"/> 2NT/3C/3D/3H=transfers 2♠ Response: Neg <input type="checkbox"/> Waiting <input type="checkbox"/> Asking 2♥ 11 to 15 HCP 3suits; short D; 2NT=GI+ 2M/3C= Natural: Weak <input type="checkbox"/> Intermediate <input checked="" type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/> 2NT For 2♥ 4 to 10 HCP transfer + FJS/DBL Mod Og Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/> 2NT For 2♠ 4 to 10 HCP transfer + FJS/DBL Mod Og Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/> 2NT For</p>
<p>LEADS (click 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 A K x 10 9 x A K J x A Q J x K Q x K J 10 x A J 10 9 A 10 9 8 Q J x K 10 9 x K Q J x K Q 10 9 J 10 x Q 10 9 x Q J 10 x Q 10 9 8 K Q 10 9 J 10 9 x 10 9 8 x 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"/> 6 lev x from Qx/Kx Attitude vs NT <input type="checkbox"/></p>	<p>DEFENSIVE CARDING Standard: <input type="checkbox"/> vs Suits vs NT <input type="checkbox"/> Except <input type="checkbox"/> Rev Smith Echo vs NT Upside-Down Count <input checked="" type="checkbox"/> <input checked="" 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 type="checkbox"/> <input type="checkbox"/> OTHER CARDING Smith Echo <input type="checkbox"/> <input checked="" type="checkbox"/> Trump Suit Pref. <input checked="" type="checkbox"/> <input type="checkbox"/> Foster Echo <input type="checkbox"/> <input type="checkbox"/></p>	<p>OTHER CONV CALLS: New Minor Forcing <input checked="" type="checkbox"/> 2-Way NMF <input checked="" type="checkbox"/> Weak jump shifts: In Comp. <input checked="" type="checkbox"/> Not In Comp. <input checked="" type="checkbox"/> Rare; Usually FJS/FJSLIC 4th Suit Forcing: 1 Round <input type="checkbox"/> To Game <input checked="" type="checkbox"/> Stopperless NT; Neg free bid CRASH; Mathe; Def vs Michael's/unusual NT/Flannery/Short CorD</p>
<p>SPECIAL CARDING <input type="checkbox"/> PLEASE ASK</p>		

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