

<p>SPECIAL DOUBLES</p> <p>After Overcall: Penalty <input type="checkbox"/>/Nt x is10+ Negative <input checked="" type="checkbox"/> thru4H Responsive: <input type="checkbox"/> thru2 S Maximal <input checked="" type="checkbox"/> Support: Dbl <input type="checkbox"/> thru Rdbl <input type="checkbox"/> Card-showing <input type="checkbox"/> Min. Offshape T/O <input type="checkbox"/></p>	<p>NOTRUMP OVERCALLS</p> <p>Direct: 15 to 18 Systems on <input checked="" type="checkbox"/> Conv. Jenna runouts Balance: 10 to 14 Jump to 2NT: Minors <input type="checkbox"/> 2 Lowest <input checked="" type="checkbox"/> Conv.</p>	<p>NAMES Marielle Marlene</p> <p>GENERAL APPROACH</p> <p>5/4 no relay after str nt; transf over M in comp. if 1 N avail; tr Two Over One: Game Forcing <input checked="" type="checkbox"/> Game Forcing Except When Suit Rebid <input type="checkbox"/> VERY LIGHT: Openings <input type="checkbox"/> 3rd Hand <input checked="" type="checkbox"/> Overcalls <input type="checkbox"/> Preempts <input type="checkbox"/> FORCING OPENING: 1♠ <input type="checkbox"/> 2♠ <input checked="" type="checkbox"/> Natural 2 Bids <input type="checkbox"/> Other <input type="checkbox"/> Trans leb. 3 S is min</p>																												
<p>SIMPLE OVERCALL</p> <p>1-level 8 to 16 HCP (usually) Often 4 cards <input type="checkbox"/> Very light style <input type="checkbox"/> Responses New Suit: Forcing <input checked="" 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"/> Unless passed hand transf/M inte</p>	<p>DEFENSE VS NOTRUMP</p> <p>vs: Hello 2♠ D or M/m 2♦ Hts 3 d=strong M 2♥ H+S / Wolfe 3S=44 2♠ S To play Dbl Penalty Over str.x isC Other: 2N=C, 3 C=C+D 2 N by advancer = limit plus</p>	<p>NOTRUMP OPENING BIDS</p> <p>1NT 3♣ puppet 12 to 14 3♣ INV + majors to 3♥ 3 hts, 1 sp, 5/4 mi 5-Card Major Common <input checked="" type="checkbox"/> 3♠ 3 s, 1 ht, 5/4 mino System On OverCrawlgarb /x,p Forcesxx & dont 2♠ Stayman <input checked="" type="checkbox"/> Puppet <input type="checkbox"/> Bid to play,xx help 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"/> (3 N. denies) 2♠ Tr to c.w.3 + ho Negative Double <input checked="" type="checkbox"/> 3I 2NT Tr to d..3 to Ho Bid stiff slam,mi tr</p>																												
<p>JUMP OVERCALL</p> <p>Strong <input type="checkbox"/> Intermediate <input type="checkbox"/> Weak <input checked="" type="checkbox"/></p>	<p>OVER OPP'S T/O DOUBLE</p> <p>New Suit Forcing: 1-level <input checked="" type="checkbox"/> 2-level <input checked="" type="checkbox"/> Redouble implies no fit <input checked="" type="checkbox"/> 2NT Over Limit + Limit Weak Majors <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Minors <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Other: 3 lev is limit</p>	<p>MAJOR OPENING</p> <p>Expected Min. Length 4 5 1st/2nd <input type="checkbox"/> <input checked="" type="checkbox"/> 3rd/4th <input type="checkbox"/> <input checked="" type="checkbox"/></p>																												
<p>OPENING PREEMPTS</p> <p>Sound Light Very Light 3/4-bids <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> Conv./Resp. Leaping Michael. 4 D=M</p>	<p>VS OPENING PREEMPT DOUBLE IS</p> <p>Takeout <input checked="" type="checkbox"/> thru4H Penalty <input type="checkbox"/> Conv. Takeout: Lebensohl 2NT Response <input checked="" type="checkbox"/> Other: 4 N...2 suits</p>	<p>MINOR OPENING</p> <p>Expected Min. Length 4 3 NF 0 1♠ <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> 1♦ <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/></p>																												
<p>DIRECT CUEBID</p> <p>Over: Minor Major Natural <input type="checkbox"/> <input type="checkbox"/> Strong T/O <input type="checkbox"/> <input type="checkbox"/> Michaels <input type="checkbox"/> <input checked="" type="checkbox"/> Unus/unusual <input type="checkbox"/> <input checked="" type="checkbox"/></p>	<p>SLAM CONVENTIONS Gerber <input checked="" type="checkbox"/> 4NT: Blackwood <input type="checkbox"/> RKC <input type="checkbox"/> 1430 <input checked="" type="checkbox"/> 5NT ch king. Redwood min Exclusion3041. ModKC/weak 2 bid Quantitative 4NT (33+ bid 6) 5NT (37+ bid 7) Crash vs. Interference: DOPI <input type="checkbox"/> DEPO <input type="checkbox"/> Level: DIPO R1P0 ROPI <input type="checkbox"/></p>	<p>RESPONSES</p> <p>Double Raise: Force <input type="checkbox"/> Inv. <input checked="" type="checkbox"/> Weak <input 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 checked="" type="checkbox"/> Splinter <input checked="" type="checkbox"/> Other: Jacoby/Jordan,4333 1NT: Forcing <input checked="" type="checkbox"/> Semi-forcing <input checked="" type="checkbox"/> 2NT: Forcing <input type="checkbox"/> Inv. <input type="checkbox"/> to 3NT: 13 to 15 Drury <input checked="" type="checkbox"/>: Reverse <input checked="" type="checkbox"/> 2-Way <input checked="" type="checkbox"/> Fit <input type="checkbox"/> Other: C=3 D=4</p>																												
<p>LEADS (click card led, if not in bold)</p> <p>versus Suits versus Notrump</p> <table style="width:100%; font-size: small;"> <tr> <td>x x</td><td>x x x x</td><td>x x</td><td>x x x x</td> </tr> <tr> <td>x x x</td><td>x x x x x</td><td>x x x</td><td>x x x x x</td> </tr> <tr> <td>A K x</td><td>10 9 x</td><td>A K J x</td><td>A Q J x</td> </tr> <tr> <td>K Q x</td><td>K J 10 x</td><td>A J 10 9</td><td>A 10 9 8</td> </tr> <tr> <td>Q J x</td><td>K 10 9 x</td><td>K Q J x</td><td>K Q 10 9</td> </tr> <tr> <td>J 10 x</td><td>Q 10 9 x</td><td>Q J 10 x</td><td>Q 10 9 8</td> </tr> <tr> <td>K Q 10 9</td><td>J 10 9 x</td><td>J 10 9 x</td><td>10 9 8 x</td> </tr> </table> <p>Length Leads: 4th Best vs Suits <input checked="" type="checkbox"/> vs NT <input checked="" type="checkbox"/> 3rd/5th Best vs Suits <input type="checkbox"/> vs NT <input type="checkbox"/> Drop h if A or Q or # Attitude vs NT <input type="checkbox"/></p>	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	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	J 10 9 x	10 9 8 x	<p>DEFENSIVE CARDING</p> <p>Standard: <input type="checkbox"/> <input type="checkbox"/> Except <input type="checkbox"/> Low = like 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 checked="" type="checkbox"/> <input checked="" type="checkbox"/> Trump Suit Pref. <input type="checkbox"/> <input type="checkbox"/> Foster Echo <input type="checkbox"/> <input type="checkbox"/></p>	<p>DESCRIBE</p> <p>2♠22+ to HCP Kokish Strong <input checked="" type="checkbox"/> Other <input type="checkbox"/> 2♦ Response: Neg <input type="checkbox"/> Waiting <input checked="" type="checkbox"/> 2♥ 11 to 155 HCP 5H,4S,3 M GF /slam, 2 N inv Ask 3c min,4ckch,4Dk Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input checked="" type="checkbox"/> 2NT Force <input checked="" type="checkbox"/> New Suit 2♥ 3 to 10 HCP RONF Ogust, 3 c ask feat Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/> 2NT Force <input checked="" type="checkbox"/> New Suit 2♠ 3 to 10 HCP Ogust, 3 c asks feat Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv <input type="checkbox"/> 2NT Force <input type="checkbox"/> New Suit</p>
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	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																											
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K Q 10 9	J 10 9 x	J 10 9 x	10 9 8 x																											
<p>SPECIAL CARDING <input type="checkbox"/> PLEASE ASK</p>		<p>OTHER CONV CALLS: New Minor Forcing <input type="checkbox"/> 2-Way NMF <input checked="" type="checkbox"/>/str nt, 3 c M.1st Weak jump shifts: In Comp. <input type="checkbox"/> Not In Comp. <input checked="" type="checkbox"/> FJ incomp.int JS to min, weak to M 4th Suit Forcing: 1 Round <input type="checkbox"/> To Game <input checked="" type="checkbox"/> Sandwich, chbk, spiral, leb. over rev Over 3 N, 4 C Gerber, hsgt, Wolfe transfers over M interfere if 1 N Is avail</p>																												

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