Names: Michael Farebrother – Ellen Kuiper Q550794/O007899

Weak NT, Keri/NT

General Approach

Min Expected HCP when Balanced: Opening 12 (11 M) Responding A or 6 (5/m)

Forcing Open: 1♣ ☐ 2♣ ■ Other: 4♣, 4♦ 1NT Open: Str ☐ Wk ■ Variable ☐

Bids That May Require Preparation: **1NT–2♣ Keri   Upside Down Suit Preference**
1NT Overcall takeout, 1 suit-X 15+ "any"   Notes [#] on back for detail

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DOUBLES

Negative ■ Thru 3♠		Penalty ☐
Responsive ■ Thru 3♠		Maximal ■
Support ■ Thru 2x (-1NT)		Rdbl ■
T/O Style: 15+ "any" (xx+ if min.) **[4.1]**		
Other: see 1NT for takeout "double"		

OVERCALLS

1-Lvl 8 to 14(18) Often 4 Cards ☐
2-Lvl 11 to 14(18)

Jump Overcalls: Wk ■ Int ☐ Str ☐
Conv ☐ 0-1 outside AK controls

Responses
New suit: F ■ NFConst ☐ NF ☐ Trf ☐
Jump raise: Wk ■ Mixed ☐ Inv ☐
Cuebids: Limit+   Support ■
Other:

DIRECT CUEBIDS

Vs:	Art ♣♦	Quasi ♣♦	Nat ♣♦	Nat ♥♠
Michaels	☐	☐	☐	☐
Natural		■		☐
Other	☐		☐	☐

Describe: Mathé vs Str, std vs multi-1m

PREEMPTS

3-Lvl Style (Seat/Vul): Aggressive (esp NV)
but 3m 1st/2nd "happy to play 3NT" **[5.1]**
Resp: NSF

4-Lvl Style: 4m Solid M, or 1-loser+A or K
Resp: gap asks which
4♣/4 ☐ Tfr ■ Other:

SLAMS

4♣ Gerber: Directly over NT ☐ Over NT Seq ☐ Non-NT Seq ☐ **Never** ■
4NT: 0123 ☐ 0314 ■ 1430 ☐ 0123 first round ☐
Control Bids: 1st/2nd up the line, Frivolous 3NT/M
Vs. Interference: DFS/RFS/PSS, DEPO → 5 trump
Other: 1NT–2♠; resp-3 x RKC

CARDING

	Suits	NT
	Standard – Attitude	☐
☐	Standard – Count	☐
☐	Upside Down – Attitude	☐
■	Upside Down – Count	■

Exceptions:
Other Carding:
Smith Echo: Suits: ☐ NT ■ Reverse ■
Upside Down Suit Pref. [6]
Trump Signals: (UD)SP

LEADS vs SUITS

Length Leads: 4th ■ 3rd/5th ☐ 3rd/Low ☐
Attitude ☐ Small from xx ☐

x̲ x   x x x   x x x x̲   x x x x̲
H x x̲   H x x x̲   H x x x̲ x

After 1st Trick:
Honour Leads:
A̲|K x(+) Varies ■ A Attitude, K Kount
K Q x   Q J x   J T x   T 9 x
K J T x   K T 9 x   Q T 9 x
Exceptions: K from AK
Pd's suit low: Qxx/support, xxx/not

NT OVERCALLS

Direct 1NT (6)8 to 14(18) Systems on ☐
Balance 1NT 11 to 14 Systems on ☐
Conv ■ 1NT takeout, 3+ in unbid suits **[4.2]**
Jump to 2NT: 2 Lowest Unbid ■
Other:

vs NT OPENING

Vs:	Strong/All	Vs:	Weak (< 16)
Dbl	usu. 4M–5+m	Dbl	Penalty
2♣	♥ + ♠	2♣	
2♦	♥ or ♠	2♦	
2♥	5♥ + m	2♥	♥ + m
2♠	5♠ + m	2♠	♠ + m
2NT	♣+♦	2NT	

Other:

vs TAKEOUT DBL

New Suit F: 2 Lvl ☐ Tfr ☐
Jump Shift: Wk ☐ Inv ☐ F ☐ Fit ■
Rdbl: 10+ ■ Conv ☐

2NT Over:	Nat	Raise	Range	
♣♦	☐	■	6 to 9	
♥♠	☐	■	10 to +	

Other:

vs PREEMPTS

2NT Overcall: 15–17 Balanced
T/O Dbl Thru 4♥ Penalty ☐
2NT Lebensohl Resp ■
Cuebid:
Jump Overcalls:
Other:

SIGNALS

Primary Signals to:
	Declarer's Lead	Partner's Lead
Attitude	☐	■
Count	■	☐
Suit Preference	☐	☐

Exceptions: Frequent Suit Pref. Leads
First Discard: Std ☐ Upside Down ■
Lavinthal ☐ Odd/Even ☐ Other ☐

LEADS vs NT

Length Leads: 4th ■ 3rd/5th ☐ 3rd/Low ☐
Attitude ☐ 2nd from xxxx(+) ☐

x̲ x   x̲ x x   x x x x̲   x x x x̲
H x x̲   H x x x̲   H x x x̲ x

After 1st Trick:
Honour Leads:
A̲|K x x(+) Varies ■ K Kount/unblock
K Q J x   K Q T 9   Q J T x   J T 9 x
A Q J x   A J T x   K T 9 x   Q T 9 x
Exceptions:

MINORS

1♣ Min Length: 5 ☐ 4 ☐ 3 ■ NF 2 ☐ (4432 only ☐) NF 1 ☐ NF 0 ☐ Art F ☐
Sound unless 6+ ♣

Resp: Transfer Resp ☐
1♦   Bypass 5+ ■
		Raises			
1 NT	8 to 10		Single:	NF ☐ Inv+ ■	GF ☐
2 NT	11 to 12		Jump:	Wk ■ Mixed ☐	Inv ☐
			After Overcall:	Wk ■ Mixed ☐	Inv ☐

1♦ Min Length: 5 ☐ 4 ■ 3 ☐ Unbal ☐ NF 2 ☐ NF 1 ☐ NF 0 ☐ Art F ☐
4 unless 4–4–3–2, sound unless 6+ ♦

Resp: Same as over 1♣ ■
		Raises			
1 NT	6 to 9		Single:	NF ☐ Inv+ ■	GF ☐
2 NT	10 to 12		Jump:	Wk ■ Mixed ☐	Inv ☐
			After Overcall:	Wk ■ Mixed ☐	Inv ☐

MAJORS

1♥/♠   Art Raises: 2NT ■ 3NT ■ Splinter ■
Other: Fit J/S (Limit-ish)
1st/2nd Length: 4 ☐ 5 ■
3rd/4th Length: 4 ■ 5 ☐
Drury: 2♣ ■ 2♦ ☐ In Comp ☐
1 NT: F ☐ Semi-F ☐ Bypass ♠ ☐
Jump Raise: Wk ☐ Mixed ☐ Inv ■
After Overcall: Wk ☐ Mixed ☐ Inv ☐
Other: Kokish GT
2/1 GF unless Suit Rebid

NOTRUMP

1NT 11++ to 14   Style: could have singleton A or K in a minor, could be 6m322 **[1]**
5-Card Major ☐ Sys on vs   2♣ ■   3♣ ♠ splinter **[1.3]**
2♣: Stayman ■ Puppet ☐ Other ■   3♦ ♥ splinter
2♦: Nat ☐ Tfr ■ Other very rare 4 ♥ **[1.3]**   3♥ ♠ splinter
2♥: Nat ☐ Tfr ■ Other   3♠ ♣ splinter
2♠: Nat ☐ Tfr ☐ Other range ask **[1.3]**   Other: 2♣ forces 2♦, to play or INV **[1.1]**
2NT: Nat ☐ Tfr ■ Other clubs   Over 1NT–X, 2♣ scramble, all else to play **[1.4]**
Smolen ☐ Tfr 4♣ ■ 4♦ ■ 4♥ ■
Dbl: Neg ■   Pen ☐   Other: Lebensohl ■ fast denies

2NT 20 to 21 Puppet ☐ 3♠: one or two-minor slam try
Conv ☐   Tfr: 3 Lvl ■ 4 Lvl ■ Neg Dbl ■ Other: SA Texas

3NT to   One Suit: ■ 4m preempt, NOT solid

2 LEVEL

2♣ 22+ to   or 8.5 QT w/Defence   2♦ Resp: Neg ☐ Waiting ■
Steps ☐   2♥ Neg ☐
Very Str ■ Str ☐ Nat ☐ Conv ☐   Other: cheapest 3, x, xx 2-neg

2♦ 6 to 11   Anything goes style **[5.1]**   New Suit NF ☐
Wk ■ Int ☐ Str ☐ Conv ☐ Rebids over 2NT: Ogust   Other: Fit Raise/X...

2♥ 6 to 10   as 2♦   New Suit NF ☐
Wk ■ Int ☐ Str ☐ 2-Suits ☐ Rebids over 2NT: Ogust   Other: ..ParkingLot XX

2♠ 6 to 10   as 2♦   New Suit NF ☐
Wk ■ Int ☐ Str ☐ 2-Suits ☐ Rebids over 2NT: Ogust   Other:

OTHER

Jump Shift Resp: Fit (Limit-ish, 9+ in two suits) **[2]**
Vs (Very)Str Open: Mathé/Str 1 m NMF ☐ 2Way NMF ☐ XYZ ■ 4thSF 1Rnd ☐ GF ■
Wolff Signoff after 1 x–1 y; 2NT
Very aggressive competition against 2-fit

Notes for Michael Farebrother — Ellen Kuiper: K/S system: February 18, 2023

1. 1 NT is 12–14 all seats, all vulnerabilities. We upgrade special 11s (Michael more than Ellen).

   1.1 We do **not** play Stayman over 1 NT. 2 ♣ is Keri: a puppet to 2 ♦. This is forced; there is no other systemic response to 2 ♣. Responder's rebids:

   Pass Weak with Diamonds

   2 ♥ INV with 4 **or 5** hearts (but see 1 NT–2 ♦ below)

   2 ♠ INV with 4 **or 5** spades

   2 NT GF Puppet Stayman. Specialized responses.

   3 m INV with 6+ of the minor

   3 M GF, 5+ **diamonds** and 5 of the major

   3 NT Mild **diamond** slam try. Usually 5332 or 6322.

   1.2 We do **not** play Gerber. Over 1 NT and 2 NT, 4 m transfers to corresponding major, 4 M is to play.

   1.3 Other special responses over 1NT:

   1 NT–2 ♦ hearts, but very rarely 4: if responder rebids 2 ♠, they are INV with both majors: 5 ♠–5 ♥, 5 ♠–4 ♥ or 4 ♠–4 ♥, but not 4 ♠–5 ♥.

   1 NT–2 ♠ Range ask. 2 NT is minimum, 3 ♣ is maximum. Responder's suit rebid is RKC (3NT: xx, then 4 ♣: "don't care, Keycard.")

   1 NT–3 suit GF, 3-suited, short in **the next suit up**. Bidding the short suit shows no wasted values and max, 3NT promises good stoppers.

   1 NT–4 NT 0123 Blackwood. **Not** quantitative.

   1.4 Over interference:

   - Over double (all seats, all meanings), our runout is "2 ♣ Scramble":
     - Keri and Transfers are off. Almost all calls, including Pass and XX, are natural and to play. XX sets a force through 2 ♦.
     - The exception is 2 ♣, which is "Natural", but 1+. This call is to play undoubled. If doubled:
       * Opener will pass with 3+ clubs, or bid her lowest 4-card suit.
       * Responder will pass with 4+ clubs, or bid her lowest 4-card suit.
       * Runs are also to play unless doubled, or if a 7 card fit is found. Further bidding as above.
   - Over 2 ♣ overcalls (again, no matter what they mean), systems on, X is Keri.
   - Over 2 ♦ or higher, Lebensohl, double of shown suit is Negative.
   - When dealing with a forcing "X or Y" interference, we may choose to bid directly or allow you to clarify and Lebensohl over that.

2. We play Fit Jump Shifts (9+ cards in bid suit and partner's, about limitish values) even by unpassed hand without competition.

3. In situations where we show two known or one known and one unknown suit, 2 NT is strong and asking, and cheapest unknown suit is pass/correct. This applies to:

   - Woolsey overcalls of 1 NT
   - Michaels cuebids

4. We play Power Doubles and 1NT Overcall for takeout:

   4.1 (1 suit)–X shows "any" 15+, but because we will pass for penalty with much weaker trumps than "normal", with a singleton, it's about 17, and with a void, about 19.

   - It frequently shows a strong NT, with or without stoppers.
   - Next suit up (exc. 1 ♠–X) is an artificial negative, 0–bad 4 any.
   - Non-jump bids are natural and about good 4–bad 8.
   - 1 NT is good 4–7 basically balanced, and implies, but does not promise, a stopper.
   - Cuebid is good 8+, GF
   - Jump bids are good suits.

   4.2 (1 suit)–1 NT is takeout, usually 8–14 HCP, guaranteeing 3+cards in all unbid suits.

   - With perfect shape, especially NV in 2nd, could be on 6 (Open chart only).
   - With a singleton (16) or void (18) in bid suit, we may overcall 1NT with more than 14 HCP.
   - We are fairly aggressive with this call, and can do it with 5 card suits; but with 4333, we will be on the top of the range.
   - Pass is rare, but possible.
   - New suits are natural and to play.
   - Cuebid is Stayman-esque, and could be the start of a INV+ sequence.
   - Jump bids are preemptive [Exception: INV at unfavourable].
   - If 1 NT is doubled, new suits are to play (usually 5+), XX shows 4 cards in the highest unbid suit, and pass is any other (**not** to play).

5. Preempts:

   5.1 Our preempt style is more aggressive than most, heavily dependent on vulnerability and seat:

   - NV first seat weak twos could be Jxxxx. Second seat vulnerable, the minimum is probably KJ9xxx.
   - Similar arguments apply to 3- and 4-major bids, and 3NT (4 level minor preempt, **not** gambling).
   - However, 3 ♣/♦ in first and second seat are "happy to put dummy down in 3NT", and 4 ♣/♦ is Namyats (solid 8 and nothing, or 1-Loser 8 with an outside A or K).
   - We are similarly aggressive with jump overcalls and preemptive raises.

   5.2 Weak 2 responses:

   RONF Raises are our only Non-Forcing bids, and we are aggressive and Law-abiding with them.

   2 NT Ogust. 3 m/M shows bad/good hand, low/high of pair shows bad/good suit. "Good Suit" is not specifically defined, it is relative to the worst suit we would open at this seat/vul.

   After X: All Bids Are Raises. If not partner's suit, it is asking for a lead of the bid suit should opener be on lead.

   XX says "my suit is better than your suit" and is a puppet bid. Opener bids the next suit up, and responder places the contract.

6. Carding:

   - Leads: standard 4th best, but A for Attitude, K for Kount throughout.
   - Signals: We play Upside Down Attitude, Count **and Suit Preference**. Suit preference is the default secondary signal, and we play Trump Suit Preference.
   - Against NT, we play Reverse Smith Echo (if attitude is not known to opening leader's suit, signal to trick 2 is (upside down) attitude in leader's suit, not a signal about declarer's suit).