

DOUBLES	Negative <input type="checkbox"/> Thru <u>3♠</u> Penalty <input type="checkbox"/> Responsive <input type="checkbox"/> Thru <u>3♠</u> Maximal <input type="checkbox"/> Support <input type="checkbox"/> thru <u>2x</u> Rdbl <input type="checkbox"/> T/O Style: Very Sound Other: <u>X-and-bid usu. 1-1/2suits</u>	NT OVERCALLS	Direct 1NT <u>15+</u> to <u>18</u> Systems on <input type="checkbox"/> Balance 1NT <u>11</u> to <u>14</u> Systems on <input type="checkbox"/> Conv <input type="checkbox"/> Jump to 2NT: 2 Lowest Unbid <input type="checkbox"/> Other:	Names: Ellen Kuiper – Michael Farebrother 0007899/Q550794 <hr/> General Approach Every Hand An Adventure Min Expected HCP when Balanced: Opening <u>13</u> Responding <u>A or 5</u> Forcing Open: <u>1♠</u> <input type="checkbox"/> <u>2♠</u> <input type="checkbox"/> Other: <u>NONE!</u> 1NT Open: Str <input type="checkbox"/> Wk <input type="checkbox"/> Variable <input type="checkbox"/> Bids That May Require Preparation: <u>Highly Undisciplined 2 bids, VERY weak 3+ bids</u> <u>2-level overcalls like 2 openers, Sound 1-level action, 10-12 1NT</u>	
OVERCALLS	1-Lvl <u>(11)13</u> o <u>+</u> Often 4 Cards <input type="checkbox"/> 2-Lvl <u>as 2</u> to <u>bids</u> Jump Overcalls: Wk <input type="checkbox"/> Int <input type="checkbox"/> Str <input type="checkbox"/> Conv <input type="checkbox"/> 3 lev: <u>sgl-J/O INV, dbl-J/O weak</u> Responses New suit: F <input type="checkbox"/> NFConst <input type="checkbox"/> NF <input type="checkbox"/> Trf <input type="checkbox"/> Jump raise: Wk <input type="checkbox"/> Mixed <input type="checkbox"/> Inv <input type="checkbox"/> Cuebids: Support <input type="checkbox"/> Other: <u>2 level O/C AS WEAK 2s always</u>	vs NT OPENING	Vs: <u>Strong/All</u> Vs: <u>Weak (< 16)</u> Dbl <u>usu. 4M-5+m</u> Dbl Penalty 2♠ <u>♥+♠</u> 2♠ 2♥ <u>♥ or ♠</u> 2♥ 2♥ <u>5♥+m</u> 2♥ <u>♥+m</u> 2♠ <u>5♠+m</u> 2♠ <u>♠+m</u> 2NT <u>♠+♦</u> 2NT Other:	MINORS	1♣ Min Length: 5 <input type="checkbox"/> 4 <input type="checkbox"/> 3 <input type="checkbox"/> <u>NF 2</u> <input type="checkbox"/> (4432 only <input type="checkbox"/>) <u>NF 1</u> <input type="checkbox"/> <u>NF 0</u> <input type="checkbox"/> Art F <input type="checkbox"/> Min 4 unless 4-card suits unbiddable Resp: Transfer Resp <input type="checkbox"/> 1♦ Bypass 5+ <input type="checkbox"/> Single: Raises 1NT <u>8</u> to 10- Jump: NF <input type="checkbox"/> Wk <input type="checkbox"/> Inv+ <input type="checkbox"/> GF <input type="checkbox"/> 2NT <u>10+</u> to <u>12</u> After Overcall: Wk <input type="checkbox"/> Mixed <input type="checkbox"/> Inv <input type="checkbox"/>
DIRECT CUEBIDS	Vs: Art Quasi Nat Nat <u>♠♦</u> <u>♠♦</u> <u>♠♦</u> <u>♥♠</u> Michaels <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Natural <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Other <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Describe: <u>Michaels Very Sound</u>	vs TAKEOUT DBL	New Suit F: 2 Lvl <input type="checkbox"/> Trf <input type="checkbox"/> Jump Shift: Wk <input type="checkbox"/> Inv <input type="checkbox"/> F <input type="checkbox"/> Fit <input type="checkbox"/> Rdbl: 10+ <input type="checkbox"/> Conv <input type="checkbox"/> 2NT Over: Nat Raise Range <u>♠♦</u> <input type="checkbox"/> <input type="checkbox"/> <u>6 to 9</u> <u>♥♠</u> <input type="checkbox"/> <input type="checkbox"/> <u>10 to +</u> Other:	MAJORS	1♦ Min Length: 5 <input type="checkbox"/> 4 <input type="checkbox"/> 3 <input type="checkbox"/> Unbal <input type="checkbox"/> <u>NF 2</u> <input type="checkbox"/> <u>NF 1</u> <input type="checkbox"/> <u>NF 0</u> <input type="checkbox"/> Art F <input type="checkbox"/> Resp: Same as over 1♠ <input type="checkbox"/> 1NT <u>6</u> to 10- Single: Raises 2NT <u>10+</u> to <u>12</u> Jump: NF <input type="checkbox"/> Wk <input type="checkbox"/> Inv+ <input type="checkbox"/> GF <input type="checkbox"/> After Overcall: Wk <input type="checkbox"/> Mixed <input type="checkbox"/> Inv <input type="checkbox"/>
PREEMPTS	3-Lvl Style (Seat/Vul): <u><6 HCP LTC-based</u> (5-6 unfav, 6-7 VUL, 7-8 NV, 8-9 fav) Resp: 4-Lvl Style: <u>As ↑, -1 LT, 6+HCP poss.</u> Resp: 4♣/4♦/4♥ <input type="checkbox"/> Trf <input type="checkbox"/> Other:	vs PREEMPTS	2NT Overall: <u>15-17 BAL</u> T/O Dbl Thru <u>4♥</u> Penalty <input type="checkbox"/> 2NT Lebensohl Resp <input type="checkbox"/> Cuebid: Jump Overcalls:	NOTRUMP	1♥/♠ 1 st /2 nd Length: 4 <input type="checkbox"/> 5 <input type="checkbox"/> 3 rd /4 th Length: 4 <input type="checkbox"/> 5 <input type="checkbox"/> 1NT: F <input type="checkbox"/> Semi-F <input type="checkbox"/> Bypass <input type="checkbox"/> Other: <u>Kokish GT</u>
SLAMS	4♣ Gerber: Directly over NT <input type="checkbox"/> Over NT Seq <input type="checkbox"/> Non-NT Seq <input type="checkbox"/> <u>Never</u> 4NT: 0123 <input type="checkbox"/> 0314 <input type="checkbox"/> 1430 <input type="checkbox"/> 0123 first round Control Bids: <u>1st/2nd</u> Vs. Interference: <u>DOPI / DEPO → 5 trump</u> Other: <u>Frivolous 3NT/Major fit, 1NT-2♠; rebid-new suit RKC</u>	SIGNALS	Primary Signals to: Declarer's Lead Partner's Lead <input type="checkbox"/> Attitude <input type="checkbox"/> <input type="checkbox"/> Count <input type="checkbox"/> <input type="checkbox"/> Suit Preference <input type="checkbox"/> Exceptions: First Discard: Std <input type="checkbox"/> Upside Down <input type="checkbox"/> Lavinthal <input type="checkbox"/> Odd/Even <input type="checkbox"/> Other <input type="checkbox"/> Frequent suit preference second signal	2 LEVEL	1NT <u>10</u> to <u>12</u> Style: <u>could be 5m332</u> 5-Card Major <input type="checkbox"/> Sys on vs <u>2♠</u> 3♠ <u>♦ splinter</u> 2♠: Stayman <input type="checkbox"/> Puppet <input type="checkbox"/> Other <input type="checkbox"/> 3♦ <u>♥ splinter</u> 2♥: Nat <input type="checkbox"/> Trf <input type="checkbox"/> Other <input type="checkbox"/> 3♥ <u>♠ splinter</u> 2♥: Nat <input type="checkbox"/> Trf <input type="checkbox"/> Other <input type="checkbox"/> 3♠ <u>♣ splinter</u> 2♠: Nat <input type="checkbox"/> Trf <input type="checkbox"/> Other <input type="checkbox"/> <u>Range ask</u> Other: <u>2♠ Keri: to play 2♦ or various INV+</u> 2NT: Nat <input type="checkbox"/> Trf <input type="checkbox"/> Other <input type="checkbox"/> <u>Clubs</u> After X; 2♠ scramble, all else (inc P, XX) to play Smolen <input type="checkbox"/> Trf: 4♠ <input type="checkbox"/> 4♦ <input type="checkbox"/> 4♥ <input type="checkbox"/> <input type="checkbox"/> Dbl: Neg <input type="checkbox"/> Pen <input type="checkbox"/> Other: Lebensohl <input type="checkbox"/> <u>slow shows</u>
CARDING	Suits NT <input type="checkbox"/> Standard – Attitude <input type="checkbox"/> <input type="checkbox"/> Standard – Count <input type="checkbox"/> <input type="checkbox"/> Upside Down – Attitude <input type="checkbox"/> <input type="checkbox"/> Upside Down – Count <input type="checkbox"/> Exceptions: <u>Upside Down Suit Pref</u> Other Carding: Smith Echo: Suits: <input type="checkbox"/> NT <input type="checkbox"/> Reverse <input type="checkbox"/> Trump Signals: (UD) suit preference	LEADS vs NT	Length Leads: 4th <input type="checkbox"/> 3 rd /5 th <input type="checkbox"/> 3 rd /Low <input type="checkbox"/> Attitude <input type="checkbox"/> Small from xx <input type="checkbox"/> <input type="checkbox"/> x <input type="checkbox"/> x x <input type="checkbox"/> x x x <input type="checkbox"/> <input type="checkbox"/> x x x <input type="checkbox"/> x H x <input type="checkbox"/> H x x <input type="checkbox"/> H x x <input type="checkbox"/> x After 1 st Trick: Honour Leads: <u>A[K]x (+)</u> Varies <input type="checkbox"/> 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	OTHER	2NT <u>21</u> to <u>24</u> Puppet <input type="checkbox"/> 3♠: <u>1- or 2-minor slam try</u> Conv <input type="checkbox"/> Trf: 3Lvl <input type="checkbox"/> 4Lvl <input type="checkbox"/> Neg Dbl <input type="checkbox"/> Other:
LEADS vs SUITS	Length Leads: 4th <input type="checkbox"/> 3 rd /5 th <input type="checkbox"/> 3 rd /Low <input type="checkbox"/> Attitude <input type="checkbox"/> Small from xx <input type="checkbox"/> <input type="checkbox"/> x <input type="checkbox"/> x x <input type="checkbox"/> x x x <input type="checkbox"/> <input type="checkbox"/> x x <input type="checkbox"/> x H x <input type="checkbox"/> H x x <input type="checkbox"/> H x x <input type="checkbox"/> x After 1 st Trick: Honour Leads: <u>A[K]x (+)</u> Varies <input type="checkbox"/> 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:		3NT <u>25</u> to <u>28</u> One Suit: <input type="checkbox"/>	3 LEVEL	2♣ (4/6) to 12 5+cards, ANY SHAPE... 2♦ Resp: Neg <input type="checkbox"/> Waiting <input type="checkbox"/> Steps <input type="checkbox"/> 2♥ Neg <input type="checkbox"/> Very Str <input type="checkbox"/> Str <input type="checkbox"/> Nat <input type="checkbox"/> Conv <input type="checkbox"/> Other: <u>NSNF to play; 3-raise INV, SJS</u>
			4 LEVEL	2♦ (4/6) to 12 ALL hands 6+HCP, 5+suit are opened; New Suit NF <input type="checkbox"/> Wk <input type="checkbox"/> Int <input type="checkbox"/> Str <input type="checkbox"/> Conv <input type="checkbox"/> Rebids over 2NT: INV, 0-2 Other: <u>as 2♠</u>	
			5 LEVEL	2♥ (4/6) to 12 ...95% are opened 2 of longest suit New Suit NF <input type="checkbox"/> Wk <input type="checkbox"/> Int <input type="checkbox"/> Str <input type="checkbox"/> 2-Suits <input type="checkbox"/> Rebids over 2NT: as above Other: <u>as above</u>	
			6 LEVEL	2♠ (4/6) to 12 as above New Suit NF <input type="checkbox"/> Wk <input type="checkbox"/> Int <input type="checkbox"/> Str <input type="checkbox"/> 2-Suits <input type="checkbox"/> Rebids over 2NT: as above Other: <u>as above</u>	
			7 LEVEL	Jump Shift Resp: <u>Fit J/S (Limit)/1</u> , Strong J/S (17+, GF) over 2 Vs (Very)Str Open: <u>Mathé</u> NMF <input type="checkbox"/> 2Way NMF <input type="checkbox"/> XYZ <input type="checkbox"/> 4 th SF 1Rnd <input type="checkbox"/> GF <input type="checkbox"/> Unusual/Unusual (low = low) Sound actions at 1 level, esp. opposite PH	