(0	Negative ■ Thru 4♥ Penalty □	Direct 1NT15+ to 18 Systems on ■	N	Names: Michael Farebrother — Jimmy Reynolds 037524	43
	Responsive ■ Thru 4♥ Maximal ■ Support ■ Thru 2x, -1NT Rdbl ■	Balance 1NT 11 to 14 Systems on \blacksquare	_	General Approach 2/1 GF	
DOUB	T/O Style:	Jump to 2NT: 2 Lowest Unbid ■	Œ	Min Expected HCP when Balanced: Opening 11 Responding A or 6	
1	Other: 21vl freq. T/O, 3 lvl freq. DSI	Other:	틢	Forcing Open: 1 ♣ 🗌 2 ♣ 🔳 Other: 1NT Open: Str 🔳 Wk 🗌 Variable [
	1-Lvl 6 to + Often 4 Cards □		б	Bids That May Require Preparation:	
	2-Lvl 10 to +	Vs: All/All Dbl ♣ or ◆ or ♥ + ♠		4	
(O	Jump Overcalls: Wk ■ Int □ Str □	2		1 ♣ Min Length: 5 □ 4 □ 3 ■ NF 2 □ (4432 only □) NF 1 □ NF 0 □ Art F □	_
CALL	Conv □	2		Resp: Transfer Resp]
SE SE	Responses New suit: F ■ NFConst ■ NF □ Tirf □	2♥ ♥		1 ♦ Bypass 5+ ■ Raises	1
Š	Jump raise: Wk Mixed Inv	2♠ ♠	က	Jump: Wk Mixed □ Inv □]
	Cuebids: strong raise Support ■	2NT ♣ + ◆	lê E	2 NT 11 to 12 After Overcall: Wk ■ Mixed □ Inv □ 1	
	Other:	Other:	Ī	4 unless 4=4=3=2	_
S	Vs: Art Quasi Nat Nat	New Suit F: 2 Lvl 🗆 Tfr 🗌		Resp: Same as over 1♣ ■	
8	** ** ** **			Raises 1 NT 6 to 9 Single: NF Inv+ GF GF Inv+ GF]
3	Michaels □ ■ ■	2NT Over: Nat Raise Range		1 NT 6 to 9 Jump: Wk Mixed Inv ☐ 1 NT 10 to 12 After Overcall: Wk Mixed Inv ☐ 1 NT ☐]
្ត	Michaels □ ■ ■ ■ Natural ■ □ □ □ Other □ □ □		П	1 ♥/♠ Art Raises: 2NT ■ 3NT □ Splinter ■	
		2		1 st /2 nd Length: 4 □ 5 ■ Other: Fit J/S in comp/by PH	
	Describe:	Other:	SE	3 rd /4 th Length: 4 □ 5 ■ Drury: 2 ♣ ■ 2 ♦ □ In Comp □	
10	3-Lvl Style (Seat/Vul):	2NT Overcall: 15-18 T/O Dbl Thru 4♥ Penalty □	MAJO	1 NT: F ■ Semi-F □ Bypass • □ Jump Raise: Wk □ Mixed ■ Inv □	_
PTS	Aggressive, esp. majors Resp:	T/O Dbl Thru 4♥ Penalty ☐ 2NT Lebensohl Resp ■	2	Other: After Overcall: Wk ■ Mixed □ Inv □	J
MEE	4-Lvl Style: 4m broken, 4M aggr.	Cuebid:			
R	Resp:	Jump Overcalls:		1NT 15 to 17 Style:	
	4.4.4 ♦ Tfr ☐ Other:	Other:		5-Card Major ■ Sys on vs X, 2. 3. Puppet Stayman	
	4. Gerber: Directly over NT ■ Over NT Se			2 . : Stayman ■ Puppet □ Other □ 3 • 5 – 5 m GF 2 •: Nat □ Tfr ■ Other 2 • 1 – 3 – (54)	
SI	4NT: 0123 □ 0314 □ 1430 ■ 0123 first	t round		2 ◆: Nat ☐ Tfr Other 3 ◆ 1=3=(54) 2 ▼: Nat ☐ Tfr Other 3 ◆ 3=1=(54)	
SLAM	Control Bids: $1 \text{st}/2 \text{nd}$ up the line Vs. Interference: DOP1/DEPO $\rightarrow 5$ trum	าก	₽	2 ♦: Nat ☐ Tfr Other gap: good ♣ Other:	
	Other:	Ψ		2NT: Nat ☐ Tfr Other gap: good ◆	
	Suits NT	Primary Signals to:	皇	Smolen ■ Tfr 4 ♣ □ 4 ◆ ■ 4 ♥ ■ Dbl: Neg □ Pen ■ Other: Lebensohl ■ slow show	WC.
	Standard – Attitude Standard – Count	Declarer's Lead Partner's Lead ☐ Attitude ■		5	75
45	☐ Upside Down – Attitude	■ Count □		2NT 20 to 21 Puppet ■ 3 •: one- or two-minor slam try	
RDING	☐ Úpside Down – Count ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐	P □ Suit Preference □ Exceptions:		Conv ☐ Tfr: 3 Lvl ■ 4 Lvl ■ Neg Dbl ☐ Other:	
ΆRI	Other Carding:	First Discard: Std ■ Upside Down □		3NT to One Suit: ■ solid minor	
	Smith Echo: Suits: 🗆 NT 🗆 Reverse 🗆	Lavinthal \square Odd/Even \square Other \square		2. Big to 22+ or 8.5 PT w/defence 2 • Resp: Neg □ Waiting Steps □ 2 • Neg □ Varieng	
	Trump Signals:			Steps □ 2 ♥ Neg ■ Very Str ■ Str □ Nat □ Conv □ Other: 2NT: ♥ positive	-
	Length Leads: 4 th ■ 3 rd /5 th □ 3 rd /Low □	Length Leads: 4 th ■ 3 rd /5 th □ 3 rd /Low □	Н	2 5 to 11 Disciplined 2nd only safar VIII New Suit NE	
	Attitude Small from xx	Attitude \(\text{2nd from xxxx(+)} \)	Ä	Wk ■ Int □ Str □ Conv □ Rebids over 2NT: Feature Ask Other:	
	xx xxx xxxx xxxx	xx xxx xxxx xxxx	2	2	
SUITS	Hxx Hxxx Hxxxx	Hxx Hxxx Hxxxx		Wk ■ Int □ Str □ 2-Suits □ Rebids over 2NT: Feature Ask Other:	
S	After 1 st Trick:	After 1 st Trick:		2 ♠ 5 to 10 as 2 ♦ New Suit NF □	
LEADS vs	Honour Leads:	Honour Leads:		Wk ■ Int □ Str □ 2-Suits □ Rebids over 2NT: Feature Ask Other:	
Ŕ	AlKx(+) Varies□ KQx QJx JTx T9x	AKxx(+) Varies □ KQJx KQT9 QJTx JT9x		Jump Shift Resp: m-M Strong, mini-splinter/M, Fit comp/PH	
	KJTX KT9X QT9X		#		
	Exceptions:	Exceptions:	E		
			-	Ĭ	

MF-JR.tex: February 18, 2023.

Made with LATEX and acbl2022cc (github.com/mycroftw/conv-cards)