

DOUBLES	Negative <input type="checkbox"/> Thru 3♠ <input type="checkbox"/> Penalty <input type="checkbox"/> Responsive <input type="checkbox"/> Thru 3♠ Maximal <input type="checkbox"/> Support <input type="checkbox"/> Thru 2x (-1NT) Rdbl <input type="checkbox"/> T/O Style: 15+ "any" (xx+ if min.) [4.1] Other: see 1NT for takeout "double"	NT OVERCALLS	Direct 1NT (6) 8 to 14(18) Systems on <input type="checkbox"/> Balance 1NT 11 to 14 Systems on <input type="checkbox"/> Conv <input type="checkbox"/> 1NT t/o, 3+ in unbids [4.2] Jump to 2NT: 2 Lowest Unbid <input type="checkbox"/> Other:	Names: Michael Farebrother – Ellen Kuiper Q550794/0007899	
	1-Lvl 8 to 14(18) Often 4 Cards <input type="checkbox"/> 2-Lvl 11 to 14(18) Jump Overcalls: Wk <input type="checkbox"/> Int <input type="checkbox"/> Str <input type="checkbox"/> Conv <input type="checkbox"/> 0-1 outside AK controls Responses New suit: F <input type="checkbox"/> NF Const <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: Limit+ <input type="checkbox"/> Support <input type="checkbox"/> Other:		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:	General Approach Weak NT, Keri/NT Min Expected HCP when Balanced: Opening 12 (11 M) Responding A or 6 (5/m) Forcing Open: 1♠ <input type="checkbox"/> 2♠ <input type="checkbox"/> Other: 4♣, 4♦ 1NT Open: Str <input type="checkbox"/> Wk <input type="checkbox"/> Variable <input type="checkbox"/> Bids That May Require Preparation: 1NT-2♣ Keri, Upside Down Suit Preference 1NT O/call takeout, 1 suit-X 15+ "any". Notes [#] on back for detail	
	Vs: Art Quasi Nat Nat ♣♦ ♣♦ ♣♦ ♥♠ 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: Mathé/Str, std/multi-1m		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 ♣♦ <input type="checkbox"/> <input type="checkbox"/> 6 to 9 ♥♠ <input type="checkbox"/> <input type="checkbox"/> 10 to + Other:	1♣ Min Length: 5 <input type="checkbox"/> 4 <input type="checkbox"/> 3 <input type="checkbox"/> NF 2 <input type="checkbox"/> (4432 only <input type="checkbox"/>) NF 1 <input type="checkbox"/> NF 0 <input type="checkbox"/> Art F <input type="checkbox"/> Sound unless 6+ ♣ Resp: Transfer Resp <input type="checkbox"/> 1♦ Bypass 5+ <input type="checkbox"/> Single: Raises NF <input type="checkbox"/> Inv+ <input type="checkbox"/> GF <input type="checkbox"/> 1NT 8 to 10 Wk <input type="checkbox"/> Mixed <input type="checkbox"/> Inv <input type="checkbox"/> 2NT 11 to 12 After Overcall: Wk <input type="checkbox"/> Mixed <input type="checkbox"/> Inv <input type="checkbox"/>	
	3-Lvl Style (Seat/Vul): Agg. (esp NV) 3m 1 st /2 nd "happy to hear 3NT" [5.1] Resp: NSF 4-Lvl Style: 4m 0- or 1-loser M+A/K Resp: gap asks which 4♣/4♦ Trf Other:		2NT Overall: 15-17 Balanced T/O Dbl Thru 4♥ <input type="checkbox"/> Penalty <input type="checkbox"/> 2NT Lebensohl Resp <input type="checkbox"/> Cuebid: Jump Overcalls: Other:	1♦ Min Length: 5 <input type="checkbox"/> 4 <input type="checkbox"/> 3 <input type="checkbox"/> Unbal <input type="checkbox"/> NF 2 <input type="checkbox"/> NF 1 <input type="checkbox"/> NF 0 <input type="checkbox"/> Art F <input type="checkbox"/> 4 unless 4-4-3-2, sound unless 6+ ♦ Resp: Same as over 1♠ <input type="checkbox"/> 1NT 6 to 9 Single: Raises NF <input type="checkbox"/> Inv+ <input type="checkbox"/> GF <input type="checkbox"/> 2NT 10 to 12 Jump: After Overcall: Wk <input type="checkbox"/> Mixed <input type="checkbox"/> Inv <input type="checkbox"/>	
SLAMS	4♣ Gerber: Directly over NT <input type="checkbox"/> Over NT Seq <input type="checkbox"/> Non-NT Seq <input type="checkbox"/> Never 4NT: 0123 <input type="checkbox"/> 0314 <input type="checkbox"/> 1430 <input type="checkbox"/> 0123 first round Control Bids: 1 st /2 nd up the line, Frivolous 3NT/M Vs. Interference: DFS/RFS/PSS, DEPO → 5 trump Other: 1NT-2♠; resp-3 x RKC	vs TAKEOUT DBL	2NT Overall: 15-17 Balanced T/O Dbl Thru 4♥ <input type="checkbox"/> Penalty <input type="checkbox"/> 2NT Lebensohl Resp <input type="checkbox"/> Cuebid: Jump Overcalls: Other:	1♥/♠ Art Raises: 2NT <input type="checkbox"/> 3NT <input type="checkbox"/> Splinter <input type="checkbox"/> Other: Fit J/S (Limit-ish) Drury: 2♣ <input type="checkbox"/> 2♦ <input type="checkbox"/> In Comp <input type="checkbox"/> Jump Raise: Wk <input type="checkbox"/> Mixed <input type="checkbox"/> Inv <input type="checkbox"/> After Overcall: Wk <input type="checkbox"/> Mixed <input type="checkbox"/> Inv <input type="checkbox"/>	
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LEADS vs SUITS	Suits <input type="checkbox"/> NT <input type="checkbox"/> <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: Other Carding: Smith Echo: Suits: <input type="checkbox"/> NT <input type="checkbox"/> Reverse <input type="checkbox"/> Upside Down Suit Pref. [6] Trump Signals: (UD)SP	vs NT OPENING	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: Frequent Suit Pref. Leads First Discard: Std <input type="checkbox"/> Upside Down <input type="checkbox"/> Lavinthal <input type="checkbox"/> Odd/Even <input type="checkbox"/> Other <input type="checkbox"/>	2♣ 22+ to or 8.5 QT w/Defence 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: cheapest 3, x, xx 2-neg	
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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 Jxxxxx. 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.
 - 2NT** 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).