

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.) [2.1] 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 takeout, 3+ in unbid suits [2.2] Jump to 2NT: 2 Lowest Unbid <input type="checkbox"/> Other:	OVERVIEW	Names: Michael Farebrother – Ellen Kuiper 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"/> NConst <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 Overcall takeout, 1 suit-X 15+ "any" Notes [#] on back for detail	
OVERCALLS	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"/> NConst <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 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:	MINORS	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 1NT 5 to 8- NF <input type="checkbox"/> Inv+ <input type="checkbox"/> GF <input type="checkbox"/> 2NT 11 to 12 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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DIRECT CUEBIDS	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 vs Str, std vs multi-1m	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 ♠♦ <input type="checkbox"/> 6 to 9 ♥♠ <input type="checkbox"/> 10 to + Other:	MAJORS	1♥/♠ 1st/2nd Length: 4 <input type="checkbox"/> 5 <input type="checkbox"/> 3rd/4th Length: 4 <input type="checkbox"/> 5 <input type="checkbox"/> 1NT: F <input type="checkbox"/> Semi-F <input type="checkbox"/> Bypass <input type="checkbox"/> Other: Kokish GT 2/1 GF unless Suit Rebid	
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PREEMPTS	3-Lvl Style (Seat/Vul): Aggressive (esp NV) but 3m 1st/2nd "happy to play 3NT" [6] Resp: NSF 4-Lvl Style: 4m Solid M, or 1-loser+A or K Resp: gap asks which 4♣/4♦/4♥/4♠ Other:	vs PREEMPTS	2NT Overcall: 15-17 Balanced T/O Dbl Thru 4♥ Penalty <input type="checkbox"/> 2NT Lebensohl Resp <input type="checkbox"/> Cuebid: Jump Overcalls: Other:	NOTRUMP	1NT 11+ to 14 Style: could have singleton A or K in a minor, could be 6m322 5-Card Major <input type="checkbox"/> Sys on vs 2♣ 3♣ ♦ splinter [1.3] 2♠: Stayman <input type="checkbox"/> Puppet <input type="checkbox"/> Other <input type="checkbox"/> 3♠ ♥ splinter 2♦: Nat <input type="checkbox"/> Trf <input type="checkbox"/> Other very rare 4♥ [1.3] 3♥ ♠ splinter 2♥: Nat <input type="checkbox"/> Trf <input type="checkbox"/> Other 3♥ ♠ splinter 2♠: Nat <input type="checkbox"/> Trf <input type="checkbox"/> Other range ask [1.3] Other: 2♣ forces 2♦, to play or INV [1.1] 2NT: Nat <input type="checkbox"/> Trf <input type="checkbox"/> Other clubs Over 1NT-X, 2♣ scramble, all else to play [1.4] Smolen <input type="checkbox"/> Trf: 4♣ <input type="checkbox"/> 4♦ <input type="checkbox"/> 4♥ <input type="checkbox"/> Dbl: Neg <input type="checkbox"/> Pen <input type="checkbox"/> Other: Lebensohl <input type="checkbox"/> fast denies	
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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: 1st/2nd up the line, Frivolous 3NT/M Vs. Interference: DFS/RFS/PSS, DEPO → 5 trump Other: 1NT-2♠; resp-3 x RKC	vs SLAMS	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 LEVEL	2NT 20 to 21 Puppet <input type="checkbox"/> 3♠: one or two-minor slam try Conv <input type="checkbox"/> Trf: 3 Lvl <input type="checkbox"/> 4 Lvl <input type="checkbox"/> Neg Dbl <input type="checkbox"/> Other: SATexas	
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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: Other Carding: Smith Echo: Suits: <input type="checkbox"/> NT <input type="checkbox"/> Reverse <input type="checkbox"/> Upside Down Suit Pref. [5] Trump Signals: (UD)SP	SIGNALS	Length Leads: 4th <input type="checkbox"/> 3rd/5th <input type="checkbox"/> 3rd/Low <input type="checkbox"/> Attitude <input type="checkbox"/> Small from xx <input type="checkbox"/> [x]x x x x x x x [x] x x x [x] x H x [x] H x x [x] H x x [x] x After 1st Trick: Honour Leads: [A][K]x(+) 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/hot	OTHER	3NT to One Suit: <input type="checkbox"/> 4m preempt, NOT solid	
	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: Other Carding: Smith Echo: Suits: <input type="checkbox"/> NT <input type="checkbox"/> Reverse <input type="checkbox"/> Upside Down Suit Pref. [5] Trump Signals: (UD)SP		Length Leads: 4th <input type="checkbox"/> 3rd/5th <input type="checkbox"/> 3rd/Low <input type="checkbox"/> Attitude <input type="checkbox"/> Small from xx <input type="checkbox"/> [x]x x x x x x x [x] x x x [x] x H x [x] H x x [x] H x x [x] x After 1st Trick: Honour Leads: [A][K]x(+) 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 to One Suit: <input type="checkbox"/> 4m preempt, NOT solid	
LEADS vs SUITS	Length Leads: 4th <input type="checkbox"/> 3rd/5th <input type="checkbox"/> 3rd/Low <input type="checkbox"/> Attitude <input type="checkbox"/> Small from xx <input type="checkbox"/> [x]x x x x x x x [x] x x x [x] x H x [x] H x x [x] H x x [x] x After 1st Trick: Honour Leads: [A][K]x(+) 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/hot	LEADS vs NT	Length Leads: 4th <input type="checkbox"/> 3rd/5th <input type="checkbox"/> 3rd/Low <input type="checkbox"/> Attitude <input type="checkbox"/> Small from xx(+) <input type="checkbox"/> [x]x [x]x x x x x [x] x x x [x] x H x [x] H x x [x] H x x [x] x After 1st Trick: Honour Leads: [A][K]x(+) 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:	OTHER	2♦ 6 to 11 Anything goes style [6] 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: Ogust Other: Fit Raise/X...	
	Length Leads: 4th <input type="checkbox"/> 3rd/5th <input type="checkbox"/> 3rd/Low <input type="checkbox"/> Attitude <input type="checkbox"/> Small from xx <input type="checkbox"/> [x]x x x x x x x [x] x x x [x] x H x [x] H x x [x] H x x [x] x After 1st Trick: Honour Leads: [A][K]x(+) 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/hot		Length Leads: 4th <input type="checkbox"/> 3rd/5th <input type="checkbox"/> 3rd/Low <input type="checkbox"/> Attitude <input type="checkbox"/> Small from xx(+) <input type="checkbox"/> [x]x [x]x x x x x [x] x x x [x] x H x [x] H x x [x] H x x [x] x After 1st Trick: Honour Leads: [A][K]x(+) 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:		2♥ 6 to 10 as 2♦ 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: Ogust Other: ..ParkingLot XX	
LEADS vs SUITS	Length Leads: 4th <input type="checkbox"/> 3rd/5th <input type="checkbox"/> 3rd/Low <input type="checkbox"/> Attitude <input type="checkbox"/> Small from xx <input type="checkbox"/> [x]x x x x x x x [x] x x x [x] x H x [x] H x x [x] H x x [x] x After 1st Trick: Honour Leads: [A][K]x(+) 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/hot	LEADS vs NT	Length Leads: 4th <input type="checkbox"/> 3rd/5th <input type="checkbox"/> 3rd/Low <input type="checkbox"/> Attitude <input type="checkbox"/> Small from xx(+) <input type="checkbox"/> [x]x [x]x x x x x [x] x x x [x] x H x [x] H x x [x] H x x [x] x After 1st Trick: Honour Leads: [A][K]x(+) 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:	OTHER	2♠ 6 to 10 as 2♦ 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: Ogust Other:	
	Length Leads: 4th <input type="checkbox"/> 3rd/5th <input type="checkbox"/> 3rd/Low <input type="checkbox"/> Attitude <input type="checkbox"/> Small from xx <input type="checkbox"/> [x]x x x x x x x [x] x x x [x] x H x [x] H x x [x] H x x [x] x After 1st Trick: Honour Leads: [A][K]x(+) 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/hot		Length Leads: 4th <input type="checkbox"/> 3rd/5th <input type="checkbox"/> 3rd/Low <input type="checkbox"/> Attitude <input type="checkbox"/> Small from xx(+) <input type="checkbox"/> [x]x [x]x x x x x [x] x x x [x] x H x [x] H x x [x] H x x [x] x After 1st Trick: Honour Leads: [A][K]x(+) 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:		2♠ 6 to 10 as 2♦ 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: Ogust Other:	
LEADS vs SUITS	Length Leads: 4th <input type="checkbox"/> 3rd/5th <input type="checkbox"/> 3rd/Low <input type="checkbox"/> Attitude <input type="checkbox"/> Small from xx <input type="checkbox"/> [x]x x x x x x x [x] x x x [x] x H x [x] H x x [x] H x x [x] x After 1st Trick: Honour Leads: [A][K]x(+) 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/hot	LEADS vs NT	Length Leads: 4th <input type="checkbox"/> 3rd/5th <input type="checkbox"/> 3rd/Low <input type="checkbox"/> Attitude <input type="checkbox"/> Small from xx(+) <input type="checkbox"/> [x]x [x]x x x x x [x] x x x [x] x H x [x] H x x [x] H x x [x] x After 1st Trick: Honour Leads: [A][K]x(+) 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:	OTHER	Jump Shift Resp: Fit (Limit-ish, 9+ in two suits) Vs (Very)Str Open: Mathé/Str 1m NMF <input type="checkbox"/> 2Way NMF <input type="checkbox"/> XYZ <input type="checkbox"/> 4thSF 1Rnd <input type="checkbox"/> GF <input type="checkbox"/> Wolf Signoff after 1 x-1 y; 2NT Very aggressive competition against 2-fit	
	Length Leads: 4th <input type="checkbox"/> 3rd/5th <input type="checkbox"/> 3rd/Low <input type="checkbox"/> Attitude <input type="checkbox"/> Small from xx <input type="checkbox"/> [x]x x x x x x x [x] x x x [x] x H x [x] H x x [x] H x x [x] x After 1st Trick: Honour Leads: [A][K]x(+) 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/hot		Length Leads: 4th <input type="checkbox"/> 3rd/5th <input type="checkbox"/> 3rd/Low <input type="checkbox"/> Attitude <input type="checkbox"/> Small from xx(+) <input type="checkbox"/> [x]x [x]x x x x x [x] x x x [x] x H x [x] H x x [x] H x x [x] x After 1st Trick: Honour Leads: [A][K]x(+) 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:		Jump Shift Resp: Fit (Limit-ish, 9+ in two suits) Vs (Very)Str Open: Mathé/Str 1m NMF <input type="checkbox"/> 2Way NMF <input type="checkbox"/> XYZ <input type="checkbox"/> 4thSF 1Rnd <input type="checkbox"/> GF <input type="checkbox"/> Wolf Signoff after 1 x-1 y; 2NT Very aggressive competition against 2-fit	

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Made with L^AT_EX and grbce (github.com/mycroftw/conv-cards)