

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	
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"/> 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 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 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"/>
	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:		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 After Overcall: Wk <input type="checkbox"/> Mixed <input type="checkbox"/> Inv <input type="checkbox"/>
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/Str, std/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"/> <input type="checkbox"/> 6 to 9 ♥♠ <input type="checkbox"/> <input type="checkbox"/> 10 to + Other:	MAJORS	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"/>
	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:		1NT 11+ to 14 Style: could have stiff A/K in a minor, could be 6m322 [1] 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 v. 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 1NT-X: 2♣ scramble, 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
PREEMPTS	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 <input type="checkbox"/> Other:	vs PREEMPTS	2NT Overall: 15-17 Balanced T/O Dbl Thru 4♥ Penalty <input type="checkbox"/> 2NT Lebensohl Resp <input type="checkbox"/> Cuebid: Jump Overcalls: Other:	NOTRUMP	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: SA Texas
	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 <input type="checkbox"/> Other:		2NT Overall: 15-17 Balanced T/O Dbl Thru 4♥ Penalty <input type="checkbox"/> 2NT Lebensohl Resp <input type="checkbox"/> Cuebid: Jump Overcalls: Other:		3NT to One Suit: <input type="checkbox"/> 4m preempt, NOT solid
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 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	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
	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		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♦ 6 to 11 Anything goes style [5.1] 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...
CARDING	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	SIGNALS	Length Leads: 4 th <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"/> x x x x x x x x x x x x x x H x x H x x H x x x x After 1 st Trick: Honour Leads: A K x (+) Varies <input type="checkbox"/> A Att., 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	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: Parking XX
	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		Length Leads: 4 th <input type="checkbox"/> 3 rd /5 th <input type="checkbox"/> 3 rd /Low <input type="checkbox"/> Attitude <input type="checkbox"/> 2 nd from xxxx(+) <input type="checkbox"/> x x x x x x x x x x x x x x H x x H x x H x x x x After 1 st Trick: Honour Leads: A K x x (+) Varies <input type="checkbox"/> K Kount/unbl. 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: [5.2]
LEADS vs SUITS	Length Leads: 4 th <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"/> x x x x x x x x x x x x x x H x x H x x H x x x x After 1 st Trick: Honour Leads: A K x (+) Varies <input type="checkbox"/> A Att., 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	LEADS vs NT	Length Leads: 4 th <input type="checkbox"/> 3 rd /5 th <input type="checkbox"/> 3 rd /Low <input type="checkbox"/> Attitude <input type="checkbox"/> 2 nd from xxxx(+) <input type="checkbox"/> x x x x x x x x x x x x x x H x x H x x H x x x x After 1 st Trick: Honour Leads: A K x x (+) Varies <input type="checkbox"/> K Kount/unbl. 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) [2] Vs (Very)Str Open: Mathé/1m NMF <input type="checkbox"/> 2Way NMF <input type="checkbox"/> XYZ <input type="checkbox"/> 4 th SF 1Rnd <input type="checkbox"/> GF <input type="checkbox"/> Wolff Signoff after 1 x-1 y; 2NT Very aggressive competition against 2-fit

MF-EK-KS.tex: February 19, 2023.

Made with L^AT_EX and acbl2022cc (github.com/mycroftw/conv-cards)

Notes for Michael Farebrother — Ellen Kuiper: K/S system: February 19, 2023

- 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

2NT GF Puppet Stayman. Specialized responses.

3m INV with 6+ of the minor

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

3NT 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).