

DOUBLES	Negative <input type="checkbox"/> Thru <b>3♠</b> <input type="checkbox"/> Penalty <input type="checkbox"/> Responsive <input type="checkbox"/> Thru <b>3♠</b> Maximal <input type="checkbox"/> Support <input type="checkbox"/> Thru <b>2x (-1NT)</b> Rdbl <input type="checkbox"/> T/O Style: <b>15+ "any" (xx+ if min.) [5.1]</b> Other: see 1NT for takeout "double"	NT OVERCALLS	Direct 1NT <b>(6) 8</b> to <b>14(18)</b> Systems on <input type="checkbox"/> Balance 1NT <b>11</b> to <b>14</b> Systems on <input type="checkbox"/> Conv <input type="checkbox"/> 1NT t/o, 3+ in unbids <b>[5.2]</b> Jump to 2NT: 2 Lowest Unbid <input type="checkbox"/> Other:	OVERVIEW	Names: <b>Michael Farebrother – Ellen Kuiper</b> Q550794/0007899	
	1-Lvl <b>8</b> to <b>14(18)</b> Often 4 Cards <input type="checkbox"/> 2-Lvl <b>11</b> to <b>14(18)</b> 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: <b>Strong/All</b> Vs: <b>Weak (&lt; 16)</b> Dbl usu. <b>4M-5+m</b> Dbl Penalty 2♣ ♥+♠ 2♣ 2♦ ♥or♠ 2♦ 2♥ 5♥+m 2♥♥+m 2♠ 5♠+m 2♠♠+m 2NT ♣+♦ 2NT Other:		<b>General Approach</b> <b>Weak NT, Keri/NT</b> Min Expected HCP when Balanced: Opening 12 (11 M) Responding A or 6 (5/m) Forcing Open: <b>1♣</b> <input type="checkbox"/> <b>2♠</b> <input type="checkbox"/> Other: <b>4♣, 4♦</b> 1NT Open: Str <input type="checkbox"/> Wk <input type="checkbox"/> Variable <input type="checkbox"/> Bids That May Require Preparation: <b>1NT-2♣ Keri, Upside Down Suit Preference</b> <b>1NT O/call takeout, 1 suit-X 15+ "any". Notes [#] on back for detail</b>	
	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: <b>Mathé/Str, std/multi-1m</b>		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"/> <b>6</b> to <b>9</b> ♥♠ <input type="checkbox"/> <input type="checkbox"/> <b>10</b> to <b>+</b> Other:		<b>1♣</b> 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"/> Raises 1NT 8 to 10 Single: NF <input type="checkbox"/> Inv+ <input type="checkbox"/> GF <input type="checkbox"/> 2NT 11 to 12 Jump: 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"/>	
	3-Lvl Style (Seat/Vul): Agg. (esp NV) 3m 1 <sup>st</sup> /2 <sup>nd</sup> "happy to hear 3NT" <b>[6.1]</b> Resp: NSF 4-Lvl Style: 4m 0- or 1-loser M+A/K Resp: gap asks which <b>4♣/4♦ Trf</b> Other:		2NT Overall: <b>15-17</b> Balanced T/O Dbl Thru <b>4♥</b> <input type="checkbox"/> Penalty <input type="checkbox"/> 2NT Lebensohl Resp <input type="checkbox"/> Cuebid: Jump Overcalls: Other:		<b>1♦</b> 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: NF <input type="checkbox"/> Inv+ <input type="checkbox"/> GF <input type="checkbox"/> 2NT 10 to 12 Jump: 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"/>	
SLAMS	4♣ Gerber: Directly over NT <input type="checkbox"/> Over NT Seq <input type="checkbox"/> Non-NT Seq <input type="checkbox"/> <b>Never</b> 4NT: 0123 <input type="checkbox"/> 0314 <input type="checkbox"/> 1430 <input type="checkbox"/> 0123 first round Control Bids: 1 <sup>st</sup> /2 <sup>nd</sup> up the line Vs. Interference: DFS/RFS/PSS, DEPO → 5 trump Other: 1NT-2♠; resp-3 x RKC	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: 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"/>	MAJORS	<b>1♥/♠</b> Art Raises: 2NT <input type="checkbox"/> 3NT <input type="checkbox"/> Splinter <input type="checkbox"/> Other: Fit J/S, LR strength <b>[2]</b> 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"/> Other: <b>Kokish GT</b> 2/1 GF unless Suit Rebid, unusual responses to J2N <b>[3]</b>	
	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"/> <b>Upside Down Suit Pref. [7]</b> Trump Signals: (UD)SP		Length Leads: 4 <sup>th</sup> <input type="checkbox"/> 3 <sup>rd</sup> /5 <sup>th</sup> <input type="checkbox"/> 3 <sup>rd</sup> /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 <sup>st</sup> Trick: Honour Leads: A K x (+) Varies <input type="checkbox"/> A Att., K Count 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		<b>1NT</b> 11+ to 14 Style: could have stiff A/K in a minor, could be 6m322 <b>[1]</b> 5-Card Major <input type="checkbox"/> Sys on vs 2♣ 3♣♦ splinter <b>[1.3]</b> 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♥ <b>[1.3]</b> 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 <b>[1.3]</b> Other: 2♣ forces 2♦, to play or INV <b>[1.1]</b> 2NT: Nat <input type="checkbox"/> Trf <input type="checkbox"/> Other clubs 1NT-X: 2♣ scramble, else to play <b>[1.4]</b> 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	
	Length Leads: 4 <sup>th</sup> <input type="checkbox"/> 3 <sup>rd</sup> /5 <sup>th</sup> <input type="checkbox"/> 3 <sup>rd</sup> /Low <input type="checkbox"/> Attitude <input type="checkbox"/> 2 <sup>nd</sup> 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 <sup>st</sup> Trick: Honour Leads: A K x x (+) Varies <input type="checkbox"/> K Count/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:		Length Leads: 4 <sup>th</sup> <input type="checkbox"/> 3 <sup>rd</sup> /5 <sup>th</sup> <input type="checkbox"/> 3 <sup>rd</sup> /Low <input type="checkbox"/> Attitude <input type="checkbox"/> 2 <sup>nd</sup> 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 <sup>st</sup> Trick: Honour Leads: A K x x (+) Varies <input type="checkbox"/> K Count/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:		<b>2NT</b> 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	
	Length Leads: 4 <sup>th</sup> <input type="checkbox"/> 3 <sup>rd</sup> /5 <sup>th</sup> <input type="checkbox"/> 3 <sup>rd</sup> /Low <input type="checkbox"/> Attitude <input type="checkbox"/> 2 <sup>nd</sup> 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 <sup>st</sup> Trick: Honour Leads: A K x x (+) Varies <input type="checkbox"/> K Count/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:		Length Leads: 4 <sup>th</sup> <input type="checkbox"/> 3 <sup>rd</sup> /5 <sup>th</sup> <input type="checkbox"/> 3 <sup>rd</sup> /Low <input type="checkbox"/> Attitude <input type="checkbox"/> 2 <sup>nd</sup> 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 <sup>st</sup> Trick: Honour Leads: A K x x (+) Varies <input type="checkbox"/> K Count/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:		<b>3NT</b> to One Suit: <input type="checkbox"/> 4m preempt, NOT solid	
LEADS vs SUITS	Length Leads: 4 <sup>th</sup> <input type="checkbox"/> 3 <sup>rd</sup> /5 <sup>th</sup> <input type="checkbox"/> 3 <sup>rd</sup> /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 <sup>st</sup> Trick: Honour Leads: A K x x (+) Varies <input type="checkbox"/> A Att., K Count 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 <sup>th</sup> <input type="checkbox"/> 3 <sup>rd</sup> /5 <sup>th</sup> <input type="checkbox"/> 3 <sup>rd</sup> /Low <input type="checkbox"/> Attitude <input type="checkbox"/> 2 <sup>nd</sup> 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 <sup>st</sup> Trick: Honour Leads: A K x x (+) Varies <input type="checkbox"/> K Count/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 LEVEL	<b>2♣</b> 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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	Length Leads: 4 <sup>th</sup> <input type="checkbox"/> 3 <sup>rd</sup> /5 <sup>th</sup> <input type="checkbox"/> 3 <sup>rd</sup> /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 <sup>st</sup> Trick: Honour Leads: A K x x (+) Varies <input type="checkbox"/> A Att., K Count 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		Length Leads: 4 <sup>th</sup> <input type="checkbox"/> 3 <sup>rd</sup> /5 <sup>th</sup> <input type="checkbox"/> 3 <sup>rd</sup> /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 <sup>st</sup> Trick: Honour Leads: A K x x (+) Varies <input type="checkbox"/> A Att., K Count 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			
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MF-EK-KS.tex: July 18, 2025.

Made with L<sup>A</sup>T<sub>E</sub>X and acbl2022cc (github.com/mycroftw/conv-cards)

## Notes for Michael Farebrother — Ellen Kuiper: K/S system: July 18, 2025

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 4 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. 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 partner's suit and the bid suit of quality, limit raise-ish values).
3. Responses to 1M–2NT:
  - 3 ♣** All minimums. 3 ♦ asks, shortness shown as below; otherwise cue at 4 level.
  - 3 ♦** Extras, no shortness.
  - 3 ♥** Extras, club shortness (related minor)
  - 3 ♠** Extras, diamond shortness
  - 3 NT** Extras, other major shortness
  - 4 x** Second suit of trick-taking power
  - 4 M** Dead minimum, almost certainly 5M332, at most 1 control.
4. 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

5. We play Power Doubles and 1NT Overcall for takeout:

5.1 (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.

5.2 (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).

6. Preempts:

6.1 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.

6.2 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.

7. Carding:

- Leads: standard 4<sup>th</sup> 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).