

BASIC RESPONSES

Jump raises - minors limit forcing other raise values with 4 trumps
 Jump raises - majors limit forcing other " "
 Jump shifts after minor opening all fit-showing
 Jump shifts after major opening " "
 Responses to strong 2 suit opening 2D = neg
 Responses to 2NT opening baron + transfers + 3S = minors

PLAY CONVENTIONS

'NT' Versus Notrump 'S' Versus Suit = Both
 Sequence leads: Overlead all All except AK x (x)
 Underlead other underlead demands unblock eg AKJ10, King
 Four or more with an honour 4th highest attitude
 3rd/5th other 3rds from even, low from odd
 From 4 small 2nd highest other 3rd
 From 3 cards (no honour) top middle bottom
 Signal on partner's lead: high encourage low encourage
 other reverse count (an ace in the middle of play may ask for attitude)
 Signal on declarer's lead reverse count
 Discards McKenney high encourage low encourage
 odd/even other reverse count (McK when obvious)
 Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB other
 4♣ Gerber when? 1NT
 Other Conventions

(1) XX at one level shows penalty interest
 and our bids otherwise ignore the double.
 (2) after 1NT is doubled bids are one suited
 redouble is penalties and pass 2 suited
 (possibly intending to pass)



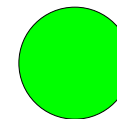
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STANDARD SYSTEM CARD

Names: Cathy Chua Simon Hinge
 ABF Nos:
 Basic System: 4 card Acol
 Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape
 1♣ 4, about 11+ 1♦ 4, about 11+ 1♥ 4, about 11+ 1♠ 4, about 11+
 1NT (11)12-14 may contain 5 card major
 2♣ Stayman: simple extended other
 transfers 2♦ hearts 2♥ spades 2♠ clubs
 2NT diamonds other any 5422, 6322, 4441/5431 bare honour
 2♣ Any Game Force or 23+ bal
 2♦ 4+ H 4+ S < opening hand
 2♥ weak
 2♠ weak
 2NT 20-22 balanced, baron and transfers, 3S = minors
 3NT gambling in minor, no outside ace or king

PRE-ALERTS: CALLS THAT MAY HAVE UNEXPECTED MEANING/S OR REQUIRE SPECIAL DEFENCE

Our takeout doubles are Italian style: classic The more shape the less points required.
 shape not required, but values and a hand We open the lower of 4-4
 deemed unsuitable for an overcall (good sui)

COMPETITIVE BIDDING

Negative doubles through 6S Responsive doubles through 6S
 Jump overcalls weak Unusual NT lower unbid suits
 1NT overcall (immediate) 15-17 (18) (re-opening) 10-14
 Immed cue of minor both majors
 Immed cue of major other major + minor
 Over opponent's 1NT (weak) ASPRO 2C = H + another; 2D = S + minor
 Over opponent's 1NT (strong) ASPRO
 Over weak twos Double = takeout and then 2NT = takeout
 Over opening threes Double = takeout

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	4+, 5+ HCP	2NT bal raise 10-12 or 16+
	1♥/♠	4+ 5+ HCP	3♣ 4 trumps, same values as 1-2
	1NT	bal 5-9(10)HCP	3♦ fit-showing, game values
	2♣	3, (5)-(10) HCP	3♥ " "
	2♦	fit-showing limit or strong	3♠ " "
	2♥	" "	3NT 13-15 bal raise
	2♠	" "	4 bids nat
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1♦	1♥/♠	4+, 5+ HCP	3♣ fit-showing limit or strong
	1NT	bal 5-9(10) HCP	3♦ 4 trumps, same values as 1-2
	2♣	nat, forcing one round	3♥ fit-showing, game values
	2♦	3, 5-9(10) HCP	3♠ fit-showing, game values
	2♥	fit-showing limit or strong	3NT 13-15 bal raise
	2♠	" "	4♦ nat
	2NT	bal 10-12 raise	4 Other nat
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1♥/♠	1NT	all as above	3♣
	2♣		3♦
	2♦		3♥/♠
	2♥/♠		3NT
	2NT		4♣/♦
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2♣	2♦	negative	2♥/♠ nat positive
	other	nat positive	
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2♦	2♥	to play	3♣/♦ game try in C hearts/D spades
	2♠	to play	3♥/♠ preemptive but wide-ranging
	2NT	enquiry	3NT nat
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2♥/♠	2NT	asks for singleton	3NT nat
	3♣/♦	nat, forcing	4♣/♦
	3♥/♠	to play	4♥/♠ nat
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2NT	3♣	baron	4♣ nat
	3♦	transfer to H	4♦ "
	3♥	transfer to S	4♥ "
	3♠	minors	4♠ "
	3NT	nat	other 4NT = quan

CONVENTIONS

Additional responses to 1NT

3♣/3♦	3C/D = strong
3♥/3♠	3H = 1345/1354 game values 3S = 3145/3154
4♣	gerber
4♦	5-5+ in majors game-interest only, partner to choose
4♥	natural
4♠	natural

Unusual NT: minors other suits lower 2 unbid suits
 other _____

Other slam bidding Cue Bids Asking Bids

4th Suit Forcing One round Game force

NT Checkback Priorities _____

Defence to 3NT opening if gambling 4C = 2 suits, forcing

Defence to opening Two's: Multi 2♦ X = 15+, bids 10-14 2H/S t/o of other major.

RCO style 2-s Double = opening hand + and initiates a takeout double from each side. 2NT = 15-17(18) bal

Other 2-s After strong 2C/2NT ASPRO applies

Defence to strong ♣ ASPRO X = H + another, 1D = S + minor

Lebensohl Over NT interference

Other uses _____

Take out of 4 level pre-empts 4♣/4♦ X
 4♥ X 4♠ X

OTHER NOTES

All our natural NT bids may contain singletons if that is deemed the most appropriate
 In competition 2NT and 4NT bids are often for takeout.
 1NT rebid is 15-18 and 2C is enquiry.
 All jumps to new suits are fit-showing.

BASIC RESPONSES

Jump raises - minors limit forcing other good trumps non-forcing
 Jump raises - majors limit forcing other " "
 Jump shifts after minor opening various: see inside
 Jump shifts after major opening various: see inside
 Responses to strong 2 suit opening step = less than ace and king others nat
 Responses to 2NT opening baron + transfers + 3S = minors

PLAY CONVENTIONS

'NT' Versus Notrump 'S' Versus Suit = Both
 Sequence leads: Overlead all All except AK x (x)
 Underlead other underlead demands unblock eg AKJ10, King
 Four or more with an honour 4th highest attitude
 3rd/5th other
 From 4 small 2nd highest other 3rd
 From 3 cards (no honour) top middle bottom
 Signal on partner's lead: high encourage low encourage
 other reverse count (an ace in the middle of play may ask for attitude)
 Signal on declarer's lead reverse count
 Discards McKenney high encourage low encourage
 odd/even other reverse count (McK when obvious)
 Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB other
 4♣ Gerber when? 1NT

Other Conventions

(1) XX at one level shows penalty interest
 and our bids otherwise ignore the double.
 (2) after 1NT is doubled bids are one suited
 redouble is penalties and pass 2 suited
 (possibly intending to pass)



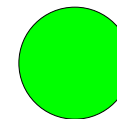
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STANDARD SYSTEM CARD

Names: Cathy Chua Simon Hinge
 ABF Nos:
 Basic System: 4 card Standard
 Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape
 1♣ 4, about 11+ 1♦ 4, about 11+ 1♥ 4, about 11+ 1♠ 4, about 11+
 1NT 15-17, a little less with playing strength may contain 5 card major
 2♣ Stayman: simple extended other
 transfers 2♦ hearts 2♥ spades 2♠ clubs
 2NT diamonds other any 5422, 6322, bare honour also possible
 2♣ strong with clubs or 23+ balanced. 'strong' = approx. 8 P.T. or better
 2♦ strong with diamonds
 2♥ strong with hearts
 2♠ strong with spades
 2NT 20-22 balanced, baron and transfers, 3S = minors
 3NT gambling in minor, no outside ace or king

PRE-ALERTS: CALLS THAT MAY HAVE UNEXPECTED MEANING/S OR REQUIRE SPECIAL DEFENCE

Our takeout doubles are Italian style: classicThe more shape the less points required.
 shape not required, but values and a hand We mostly open 4 card major before
 deemed unsuitable for an overcall (good sui4 card minor)

COMPETITIVE BIDDING

Negative doubles through 6S Responsive doubles through 6S
 Jump overcalls weak Unusual NT lower unbid suits
 1NT overcall (immediate) 15-17 (18) (re-opening) 10-14
 Immed cue of minor both majors
 Immed cue of major other major + minor
 Over opponent's 1NT (weak) ASPRO 2C = H + another; 2D = S + minor
 Over opponent's 1NT (strong) ASPRO
 Over weak twos Double = takeout and then 2NT = takeout
 Over opening threes Double = takeout

RESPONSES TO OPENING BIDS

		Describe strength, minimum length or specific meaning	
1♣	1♦	5+, 5+ HCP	2NT strong raise
	1♥/♠	4+ (5)6+ HCP	3♣ 4/5 better trumps than 1-2 raise
	1NT	bal 6-10(11) HCP	3♦ splinter 3-4 controls
	2♣	3/4, (5)6-10(11) HCP	3♥ " "
	2♦	fit-showing 3-4 controls	3♠ " "
	2♥	" "	3NT 16-18 bal, no major
	2♠	(11)12-15 balanced, no major	4 bids nat
1♦	1♥/♠	4: (5)6+ HCP	3♣ fit-showing 3-4 controls
	1NT	bal 6-10(11) HCP	3♦ 4/5 better trumps than 1-2 raise
	2♣	nat, forcing one round	3♥ splinter 3-4 controls
	2♦	3/4, (5)6-10(11) HCP	3♠ " "
	2♥	fit-showing 3-4 controls	3NT 16-18 bal, no major
	2♠	(11)12-15 balanced, no major	4♦ nat
	2NT	strong raise	4 Other nat
1♥/♠	1NT	as above except after 1S:	3♣ strong raise
	2♣		3♦
	2♦		3♥/♠
	2♥/♠		3NT
	2NT	(11) 12-15 bal	4♣/♦ 1H/S: splinters 3-4 controls
2♣	2♦	less than A+K	2♥/♠ nat, A+K or better
	other	nat, A+K or better	
2♦	2♥	less than A+K	3♣/♦ others as above
	2♠		3♥/♠
	2NT		3NT
2♥/♠	2NT	2H 2S less than A+K	3NT
	3♣/♦	2S 2NT less than A+K	4♣/♦
	3♥/♠	others as above	4♥/♠
2NT	3♣	baron	4♠ nat
	3♦	transfer to H	4♦ "
	3♥	transfer to S	4♥ "
	3♠	minors	4♠ "
	3NT	nat	other 4NT = quan

CONVENTIONS

Additional responses to 1NT

3♣/3♦	3C/D = strong
3♥/3♠	3H/S = singleton in other major, 3 suited-ish, game values
4♣	gerber
4♦	5-5+ in majors game-interest only, partner to choose
4♥	natural
4♠	natural

Unusual NT: minors other suits lower 2 unbid suits
 other _____

Other slam bidding Cue Bids Asking Bids

4th Suit Forcing One round _____ Game force

NT Checkback Priorities _____

Defence to 3NT opening if gambling 4C = 2 suits, forcing

Defence to opening Two's: Multi 2♦ X = 15+, bids 10-14 2H/S t/o of other major.

RCO style 2-s Double = opening hand + and initiates a takeout double from each side. 2NT = 15-17(18) bal

Other 2-s After strong 2C/2NT ASPRO applies

Defence to strong ♣ ASPRO X = H + another, 1D = S + minor

Lebensohl Over NT interference _____

Other uses _____

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X 4♠ X

OTHER NOTES

All our natural NT bids may contain singletons if that is deemed the most appropriate
 In competition 2NT and 4NT bids are often for takeout, rarely natural and non-forcing.
 In non-competitive auctions 2NT is always forcing.

BASIC RESPONSES

Jump raises - minors limit forcing other 6-9 with 4 Card support
 Jump raises - majors limit forcing other 6-9 with 4 card Support
 Jump shifts after minor opening Fit showing
 Jump shifts after major opening Fit Showing
 Responses to strong 2 suit opening 2♦ = Waiting others nat and good suit/hand
 Responses to 2NT opening 3♣ = Puppet Stayman

PLAY CONVENTIONS

'NT' Versus Notrump 'S' Versus Suit = Both
 Sequence leads: Overlead all All except AK x (x)
 Underlead other
 Four or more with an honour 4th highest attitude
 3rd/5th other
 From 4 small 2nd highest other
 From 3 cards (no honour) top middle bottom
 Signal on partner's lead: high encourage low encourage
 other Reverse Count
 Signal on declarer's lead Reverse Count
 Discards McKenney high encourage low encourage
 odd/even other Reverse Count
 Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB other 1430
 4♣ Gerber when? Over 1NT
 Other Conventions

Lebensohl
 Fit Showing Jumps
 Blackout (next step is always weak)
 DOPI & ROPI



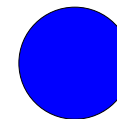
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STANDARD SYSTEM CARD

Names: Adam Sarten Chris Hughes
 ABF Nos: 278424 139009
 Basic System: Acol
 Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape
 1♣ 4+♣ 1♦ 4+♦ 1♥ 4+♥ 1♠ 4+♠
 1 NT 12-14 (11)1st/2nd NV otherwise 15-18 may contain 5 card major
 2♣ Stayman: simple extended other
 transfers 2♦♥ 2♥♠ 2♠ Range Probe
 2 NT either minor other
 2♣ Strong | Strong (4th Seat Openings)
 2♦ ♦+♥ 4+4+ Weak Rule of 15 applies | Acol 2 in ♦
 2♥ ♥+♠ 4+4+ Weak | Acol 2 in ♥
 2♠ ♠+♦ 4+4+ Weak or VUL Weak 2 in ♠ | Acol 2 in ♠
 2 NT 20-22 Bal
 3 NT Gambling

PRE-ALERTS: CALLS THAT MAY HAVE UNEXPECTED MEANING/S OR REQUIRE SPECIAL DEFENCE

Over their 1NT 2 Level Openings
 X = Strong, 2♣ = Weak ♦ or ♥+♠
 2♦ = Weak ♥ or ♠+♠ etc, 2NT = strong 2 st

COMPETITIVE BIDDING

Negative doubles through 4♥ Responsive doubles through 4♥
 Jump overcalls Weak Unusual NT Lower Unbid Suits
 1NT overcall (immediate) 15-18 (re-opening) 11-14
 Immed cue of minor Michaels
 Immed cue of major Michaels
 Over opponent's 1NT (weak) as listed above
 Over opponent's 1NT (strong) as listed above
 Over weak twos X = t/o
 Over opening threes X = t/o

RESPONSES TO OPENING BIDS

		Describe strength, minimum length or specific meaning	
1♣	1♦	4+♦ 6+HCP	2NT 10-12 or 16+ with Club support
	1♥/♠	4+♥/♠ 6+HCP	3♣ 5+♣ 6-9HCP
	1NT	6-9HCP	3♦ Fit showing
	2♣	4+♣ 6-9HCP	3♥ Fit showing
	2♦	Fit showing	3♠ Fit showing
	2♥	Fit showing	3NT 13-15 HCP
	2♠	Fit showing	4 bids 4 Major to Play
1♦	1♥/♠	4+♥/4+♠ 6+HCP	3♣ Fit showing
	1NT	6-9HCP	3♦ 5+♦ 6-9 HCP
	2♣	4+♣ 10+HCP	3♥ Fit showing
	2♦	4♦ 6-9HCP	3♠ Fit showing
	2♥	Fit showing	3NT 13-15 HCP
	2♠	Fit showing	4♦ same as 3♦ but more distribution
	2NT	10-12 or 16+ with Diamond support	Other
1♥/♠	1NT	6-9HCP	3♣ 4+♥/♠ Fit showing, weak/strong
	2♣	4+♣ 10+HCP	3♦ 4+♥/♠ Fit showing, weak/strong
	2♦	4+♦ 10+HCP	3♥/♠ 4♥/♠ 6-9HCP
	2♥/♠	3 6-9HCP (might be 4 if very bal)	3NT 13-15 Bal
	2NT	4+♥/♠ 10-12 or 16+HCP	4♠/♦ 4+♥/♠ Fit Showing, game val
2♣	2♦	waiting	2♥/♠ nat good suit
	other	3♠/♦ good suits, 3♥/♠ like a weak 2 opening, 3NT solid any, 4 level 7	card suit
2♦	2♥	To Play	3♠/♦ To Play
	2♠	To Play	3♥/♠ To Play
	2NT	Enquiry	3NT To Play
2♥/♠	2NT	Enquiry	3NT To Play
	3♠/♦	To Play	4♠/♦ To Play
	3♥/♠	To Play (Vul vs Not Vul is Inv)	4♥/♠ To Play
2NT	3♣	Puppet Stayman	4♣ Slam Try in ♣, asks for cue
	3♦	Transfer ♥	4♦ Slam Try in ♦, asks for cue
	3♥	Transfer ♠	4♥ To Play
	3♠	Minor suit stayman	4♠ To Play
	3NT	To Play	other 4NT Quantative, 5 Minor to play

CONVENTIONS

Additional responses to 1NT

3♠/3♦	Slam tries
3♥/3♣	Slam tries
4♣	Gerber
4♦	5/5 Majors no slam interest
4♥	To Play
4♠	To Play

Unusual NT: minors other suits lower 2 unbid suits
 other _____

Other slam bidding Cue Bids Asking Bids

4th Suit Forcing One round Game force

NT Checkback Priorities 2 Way Checkback

Defence to 3NT opening _____

Defence to opening Two's: Multi 2♦ x = t/o

RCO style 2-s x = t/o

Other 2-s x = t/o

Defence to strong ♣ x=♣+♥, 1♦=♦+♥, 1♥=♥+♠, 1♠=♠+♣or♦, 1NT = ♣+♦, 2level r

Ebensohl Over NT interference

Other uses over opponents weak 2's

Take out of 4 level pre-empts 4♣/4♦ x = t/o

4♥ x = t/o 4♠ x = values, 4NT takeout when required

OTHER NOTES

Over 2♠ vul opening, change of suit nat and forcing and 2NT enquiry

Responses to 2NT - 3♣ Good hand Good suit, 3♦ Good suit Bad hand

3♥ Good hand Bad suit, 3♠ Bad suit Bad hand, 3NT Solid suit

BASIC RESPONSES

Jump raises - minors limit forcing other preemptive
 Jump raises - majors limit forcing other preemptive
 Jump shifts after minor opening weak into major, otherwise strong
 Jump shifts after major opening strong: one suiter or with support
 Responses to strong 2 suit opening 2C-2D = positive, 2C-2H=0-4,
 Responses to 2NT opening Puppet Stayman

PLAY CONVENTIONS

'NT' Versus Notrump 'S' Versus Suit = Both
 Sequence leads: Overlead all All except AK x (x)
 Underlead other At NT, AQ10 asks for unblock
 Four or more with an honour 4th highest attitude
 3rd/5th other
 From 4 small 2nd highest other
 From 3 cards (no honour) top middle bottom
 Signal on partner's lead: high encourage low encourage
 other
 Signal on declarer's lead
 Discards McKenney high encourage low encourage
 odd/even other
 Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB other
 4♣ Gerber when? after natural NT bid

Other Conventions

Other Minor F after 2NT rebid PODI/PORI
 Long and short suit game tries Support doubles
 Next step weak after reverse Good/Bad 2NT
 Next step weak after 4th suit
 Cue 1st or 2nd round controls



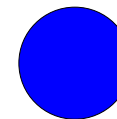
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STANDARD SYSTEM CARD

Names: Rob Fruewirth Bill Jacobs
 ABF Nos:
 Basic System: Standard with 5-card majors
 Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape
 1♣ 3 1♦ 3 1♥ 5 1♠ 5
 1 NT 15 - 17 may contain 5 card major
 2♣ Stayman: simple extended other 2C puppet to 2D
 transfers 2♦ hearts 2♥ spades 2♠ range ask
 2 NT clubs other
 2♣ strong hand
 2♦ weak two in major
 2♥ hearts and minor, at least 5-5, less than opening values
 2♠ spades and minor, at least 5-5, less than opening values
 2 NT 20-22 bal
 3 NT 25-27 bal

PRE-ALERTS: CALLS THAT MAY HAVE UNEXPECTED MEANING/S OR REQUIRE SPECIAL DEFENCE

4C = strong 4H opening
 4D = strong 4S opening

COMPETITIVE BIDDING

Negative doubles through 4H Responsive doubles through 4H
 Jump overcalls pre-emptive Unusual NT two lowest unbid suits
 1NT overcall (immediate) 15-18 (re-opening) 11-15
 Immed cue of minor both majors
 Immed cue of major other major and a minor
 Over opponent's 1NT (weak) 2C = H and another, 2D = S and another
 Over opponent's 1NT (strong) 2C = H and another; 2D = S and another
 Over weak twos X = takeout
 Over opening threes X = takeout

RESPONSES TO OPENING BIDS

		Describe strength, minimum length or specific meaning	
1♣	1♦	nat	2NT GF raise
	1♥/♠	nat	3♣ preemptive raise
	1NT	8-10	3♦ splinter
	2♣	limit raise	3♥ weak, 7 card suit
	2♦	strong jump shift	3♠ weak, 7 card suit
	2♥	weak, 6 card suit	3NT raise with stoppers
	2♠	weak, 6 card suit	4 bids nat
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1♦	1♥/♠	nat	3♣ strong jump shift
	1NT	6-9	3♦ preemptive raise
	2♣	nat	3♥ weak, 7 card suit
	2♦	limit raise	3♠ weak, 7 card suit
	2♥	weak, 6 card suit	3NT raise with stoppers
	2♠	weak, 6 card suit	4♦ nat
	2NT	GF raise	4 Other nat
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1♥/♠	1NT	6-10	3♣ strong jump shift
	2♣	nat or limit raise of major	3♦ strong jump shift
	2♦	nat	3♥/♠ preemptive raise
	2♥/♠	natural raise	3NT bal raise with stoppers
	2NT	GF raise	4♣/♦ splinter
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2♣	2♦	5-8 bal or any 9+	2♥/♠ 2H = 0-4, 2S = nat 5-8
	other	2NT = 5-8 with H, 3 minor = 5-8 nat, 3 major = 4-6 nat	
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2♦	2♥	pass / correct	3♣/♦ nat, F
	2♠	pass / correct	3♥/♠ pass / correct
	2NT	forcing enquiry	3NT nat
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2♥/♠	2NT	forcing enquiry	3NT nat
	3♣/♦	pass / correct	4♣/♦ pass / correct
	3♥/♠	preemptive	4♥/♠ natq
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2NT	3♣	puppet Stayman	4♣ Gerber
	3♦	transfer	4♦ 5D + 5major, slam try
	3♥	transfer	4♥ 5H + 5S, slam try
	3♠	minors	4♠ nat
	3NT	nat	other

CONVENTIONS

Additional responses to 1NT

3♣/3♦ nat, slam try

3♥/3♠ nat, slam try

4♣ Gerber

4♦

4♥ nat

4♠ nat

Unusual NT: minors other suits lower 2 unbid suits

other

Other slam bidding Cue Bids Asking Bids

4th Suit Forcing One round at 1/2 level, inv+ Game force

NT Checkback Priorities 2C = tfer to D (then inv); 2D=GF

Defence to 3NT opening Ripstra: 4 minor = majors + that minor,

Defence to opening Two's: Multi 2♦ X of 2D = cards; other doubles t/o

RCO style 2-s double is takeout if opener could have suit bid

Other 2-s

Defence to strong ♣ X = H and another; 1D = S and another

X of 1D = S and another

Lebensohl Over NT interference

Other uses after we have doubled or overcalled 1NT and they bid

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X

4♠ X

OTHER NOTES

Aspro over strong 1C, 2C, 2D openings

If overcaller doubled cue of his suit, asks for another suit

Transfers after 1M - 1NT.

After 1NT rebid, 2NT is puppet to 3C, then rebids show 5-5

Show shortage after inverted minors and 2NT response to 1 suit

Following to trumps shows count in dummy's long suit