OPENING BIDS	Point Range	Min. Length	CONVENTIONAL SPECIAL MEANING RESPONSES		
1.*	11-20	3	Opening hand, rule of 20		
1♦	11-20	3	Opening hand, rule of 20		
1♥	11-20	5	Opening hand, 2NT is Jacoby, Splinters rule of 20		
1♠	11-20	5	Opening hand, 2NT is Jacoby, Splinters rule of 20		
1NT	15-17		Balanced Transfers,5 card Stayman, 2 spades see1		
2*			Strong see 2		
2♦	5-10	6	Weak 2NT is Ogust		
2♥	5-10	6	Weak 2NT is Ogust		
2♠	5-10	6	Weak 2NT is Ogust		
2NT	20-22		Balanced Trf, 5cST		
3 bids	6-10	6	Pre-emptive		
4 bids	6-10	7	Pre-emptive		

DEFENSIVE BIDS						
OVER- CALLS	Meaning		OPPONENTS OPEN	Defensive Methods		
Simple	7+ hcpts,	good suit	Strong 1.	Natural		
Jump	6-10 pts, 6	of card suit	Weak 1NT	Cappelletti see3		
Cue Bid	Michaels		Strong 1NT	Cappelletti see 3		
1 NT	Direct 15-18	Protective 11-14	Weak 2	Overcall, X if strong		
	Transfers, Stayman		Weak 3	Overcall, X if strong		
2NT	2NT Unusual NT Unusual		4 bids	Overcall, X if strong		
	Better suit		MULTI	Natural		
	ACTION	Double shows other 2 suits	PONENTS INT	ERVENE WITH		
Jump Overcall Double		Double		Bids		
Double	Redoub	le New suit	Jump in new suit	Jump raise 2NT		

SPECIAL USES OF DOUBLES:
Over opp NT, X is for penalties and also over any rescue bid
X is TO over opp pre-empt up to 3S
Over opp overcall, X is neg showing other 2 suits
Over our NT being doubled XX is transfer to clubs

SLAM CONVENTIONS	Meaning of Responses	Action over interference
RKCB 4C over NT 4NTover 3NT	0314 Asks for no of Aces Quantitative	

Other Conventions: Michaels, 4th suit forcing, Crowhurst, Gambling 3NT, Trial bids, UCB

OPENING LEADS	v suit contracts	- 1	4th, 3rd and 5th;			
Attach Red Spot, or hatch over, if using non- standard leads	A <u>K</u> K <u>10</u> 9 <u>10</u> 9x Hxx <u>x</u>	<u>A</u> Kx QJ10 9 <u>8</u> 7x Hx <u>x</u>	$ \begin{array}{ccc} 0 & \overline{Q}Jx \\ x & 10xx\underline{x} \end{array} $	<u>K</u> Qx <u>J</u> 10x Hxx <u>x</u> x <u>x</u> x	<u>«</u> x	K <u>J</u> 10 10x <u>x</u> Hxx <u>x</u> xx x <u>x</u> xx
Other leads:	v NT contracts	4	4th, 3rd and 5th;			
	AKx(x) K109 10xxx Hxxxx	<u>Q</u> .	<u>J</u> 10 <u>C</u> <u>O</u> 9x 9	<u>C</u> Q10 ΩJx 287x x	<u>K</u> Qx <u>J</u> 10x Hx <u>x</u> x <u>x</u> x	K <u>J</u> 10 10x <u>x</u> Hxx <u>x</u> x x x
(In all the card combination	s shown , circle the card	norm	nally lead if different from sta	ndard i.e. underlin	ed card)	_

CARDING METHODS	Describe Primary method. State alternative in brackets.
On Partner's lead	On lead of A or K, reverse attitude
On Declarer's lead	Count if useful to partner
When Discarding	McKinney – low card lower of other suits, high is higher of other 2
Exceptions to above	

SUPPLEMENTARY DETAILS

(Please cross reference to appropriate part of card) NB1 Over 1NT bid by partner, 2 spades shows 5,4 in spades and hearts and is invitational

NB2 2C: 2D is relay then 2H/S shows 8 or 9 tricks. Responder then bids 2NT with 1 trick otherwise passes. After 2D response, 3H/S is a game force.

NB3 Cappelletti Over opp 1NT bid, 2 clubs shows a 6 card suit, 2 diamonds shows both majors, 2 hearts shows 5 Hs and a minor, 2 spades shows 5 Ss and a minor, 2NT shows both minors.

IF our 1NT is doubled then pass is forcing. After XX by opener partner bids 4 card suits starting with lowest. After the 1NT opener then a X, if partner has a 5 card suit then transfers are used so XX would show clubs and 2diamonds shows hearts and so on.

Jacoby

1H/S: 2NT: 3 level bid shows singleton or void, 4 level bid is second suit 3H/S shows 16+, 3NT shows 14-15, 4H/S shows minimum hand.

Crowhurst is a strength and major suit enquiry.

5 card Stavman 1NT: 2C

2D shows at least one major and responder bids major not held 2H/S shows 5 card suit

2NT no major.



	Name: Isla Thom
SCOTTISK!	Partner: Aileen Stone
THICK LINE	S.B.U. NO. 2052 and 4304

GENERAL DESCRIPTION OF SYSTEM

Bidding Methods:-Natural

Style of leads, signals, discards:-

Reverse attitude, Normal count

ASPECTS OF SYSTEM WHICH **OPPONENTS SHOULD NOTE**

5 card major, better minor at least 3 in suit, 3 weak twos

STRENGTH OF 1NT OPENERS: 15-17

2. RESPONSE TO 1NT OPENER IS: 5 card stayman

Both players of a partnership must have identically completed convention cards. Cards must be exchanged with opponents for each round.