

OPENING BIDS	Point Range	Min. Length	CONVENTIONAL MEANING	SPECIAL RESPONSES
1♣	10-19	4	Nat	}
1♦	10-19	4	Nat	} Splinters over 1H,1S
1♥	10-19	4	Nat	} Jacoby 2nt over 1H,1S
1♠	10-19	4	Nat	}
1NT	12-14			Stayman, Transfers
2♣			23+ or Game Force	2D = 0-4 points 2H pos.
2♦			23-24 bal or Game Force	2H relay
2♥	5-9	6	Nat	} OGUST responses to
2♠	5-9	6	Nat	} 2nt asking bid
2NT	21-22			Puppet Stayman. 3nt = 5S + 4H
3 bids	3-9	7	Nat. Pre-empt	
4 bids	5-10	7	Nat. Pre-empt	

SPECIAL USES OF DOUBLES:

SLAM CONVENTIONS	Meaning of Responses	Action over interference
Name: RKC Blackwood Gerber Quantitative	5C= 1 or 4, 5D= 0 or 3, 5H=2 or 5 w/o Q, 5S=2 or 5 w Q DOPI/ROPI	

Other Conventions: FSF: UCB: Long suit Trial Bid: Checkback: Lebensohl:

Defence to double of our 1NT Redouble = 5 card suit somewhere. Suit bid lower of 2 4 card suits

DEFENSIVE BIDS

OVER-CALLS	Meaning	OPPONENTS OPEN	Defensive Methods
Simple	Nat	Strong 1♣	Nat. (x= clubs)
Jump	Weak	Weak 1NT	Astpro
Cue Bid	*Questem (see over)	Strong 1NT	X=single suited minor + Astpro
1 NT	Direct 15-17	Weak 2	X=T/O, 2nt = 15-18 + stops
	Protective 10-14 Responses Stayman & Transfers	Weak 3	X=T/O, 3nt to play
2NT	Direct Unusual	4 bids	X = general strength
	Protective 2 suits - not weak Responses	MULTI	X = T/O, 2nt =15-18

ACTION AFTER OPPONENTS INTERVENE WITH

Simple Overcall	Double	Neg. to 3S	Bids	Nat. F 1.
Jump Overcall	Double	Neg. to 3S	Bids	Nat. F 1
Double	Redouble	New suit	Jump in new suit	Jump raise 2NT
	9+	Nat NF	Nat + Fit	Pre Gd raise to 3

OPENING LEADS	v suit contracts	2 nd and 4th			
<div>Attach Red Spot, or hatch over, if using non-standard leads</div>	<u>AK</u> K <u>10</u> 9 <u>10</u> 9x Hxx <u>x</u>	<u>AK</u> x <u>Q</u> J10 <u>9</u> 87x Hx <u>x</u>	<u>KQ</u> 10 <u>Q</u> Jx 10xx <u>x</u> <u>x</u> x	<u>KQ</u> x <u>J</u> 10x Hxx <u>x</u> x <u>x</u> x	<u>KJ</u> 10 10x <u>x</u> Hxx <u>x</u> x <u>x</u> xx
	Other leads:	v NT contracts	2 nd and 4th		
		<u>A</u> Kx(<u>x</u>) K <u>10</u> 9 10xx <u>x</u> Hxx <u>x</u>	A <u>J</u> 10x <u>Q</u> J10 <u>9</u> 87x Hxx <u>x</u>	<u>KQ</u> 10 <u>Q</u> Jx 987x <u>x</u> x	<u>KQ</u> x <u>J</u> 10x Hx <u>x</u> x <u>x</u> x
				10x <u>x</u> Hxx <u>x</u> x <u>x</u> xxx	

(In all the card combinations shown , circle the card normally lead if different from standard i.e. underlined card)

CARDING METHODS	Describe Primary method. State alternative in brackets.
On Partner's lead	Distribution (except on AQ = rev. attitude))
On Declarer's lead	Distribution
When Discarding	Rev. attitude
Exceptions to above	McKenny on occasion

SUPPLEMENTARY DETAILS

(Please cross reference to appropriate part of card)

Gestem: Cue bid = 2 Highest
2NT = 2 Lowest
3C = Highest and Lowest.

Puppet Stayman:

3C asks for 5/4 card major

Responses: Bid any 5 card major
3D denies 5 card major but has a 4 card major
3nt denies 5 or 4 card major

Astpro 2C = Hearts + Another: 2D = Spades + Another
(bidding revolves round 4 card major)

Responses Next suit bid denies 4 of major
2NT asks for other suit.



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Partner: Jean Bidwell S.B.U. NO.6 579

GENERAL DESCRIPTION OF SYSTEM

Bidding Methods:- Weak 2's in 3 suits 2 Clubs Strong

Style of leads, signals, discards:-

ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE

STRENGTH OF 1NT OPENERS: 12-14

2♣ RESPONSE TO 1NT OPENER IS: Stayman

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