| OPENING BIDS | Point Range | Min. Length | CONVENTIONAL MEANING | SPECIAL RESPONSES |
| :---: | :---: | :---: | :---: | :---: |
| 1\% | 10-20 | 3 |  | weak jump shifts |
| $1 *$ | 10-20 | 3 |  | weak jump shifts |
| 19 | 10-20 | 5 |  | weak jump shifts, jacoby (f) |
| 14 | 10-20 | 5 |  | weak jump shifts, jacoby (f) |
| 1NT | 15-17 |  |  | transfers: majors stayman |
| 2\% | - | 0 | 8 P.T,23/24 bal. or game force | $2 *=$ relay; |
| 2 | 5-9 | 6 | Weak 2 bid | 2NT requests feature see (c). |
| $2 \checkmark$ | 5-9 | 6 | Weak 2 bid. | 2NT is enquiry see (c). |
| 2^ | 5-9 | 6 | Weak 2 bid. | 2 NT is enquiry see (c). |
| 2NT | 20-22 |  |  | Transfers; Stayman |
| 3 bids | 6-9 | 6/7 | pre-empt | new suit F1 |
| 3NT | - | - | Long solid minor |  |
| 4 bids | 8-11 | 7/8 | pre-empt |  |


| Cue Bid | Michaels |  | Strong 1NT | Landy |
| :---: | :---: | :---: | :---: | :---: |
| 1 NT | Direct $15-17$ | $11-14$ | Weak 2 | $\mathrm{x}=$ t.o. |
|  | Responses as to opening |  | Weak 3 | x = optional |
| 2NT | Direct <br> Unusual | Protective | 4 bids | Dbl of 4C/D/H = Takeout, <br> Dbl of 4S = pens, 4NT = T/O |
|  |  |  | MULTI | $\mathrm{X}=12-15 \mathrm{Bal}$ or strong $/ 2 \mathrm{NT}=$ $16-18$ with stops in majors |
| ACTION AFTER OPPONENTS INTERVENE WITH |  |  |  |  |
| Simple Overcall |  | Double: Spur | Sputnik (to 3A) | ds: pre-emptive raises |
| Jump Overcall |  | Double: | Sputnik (to 3A) | ds: pre-emptive raises |
| Double | Redouble <br> 10+, bal | New suit <br> natural, Force | Jump in new suit fit | Jump raise 2NT <br> pre-empt inv. raise |


|  |  |  |  |
| :--- | :--- | :--- | :--- |
| DEFENSIVE BIDS |  |  |  |
| OVER- <br> CALLS | Meaning | OPPONENTS <br> OPEN | Defensive Methods |
| Simple | constructive | Strong 1\% | $\mathrm{X}=$ Majors; 1NT = minors (d) |
| Jump | WWWI | Weak 1NT | Landy |

## SPECIAL USES OF DOUBLES:

## enalty doubles are as stated below

Double of IN
Dble of INT overcall and all later dbles
After a penalty redbl, later dbles are PEN
Double when partner has opened a weak2
rd dbl by the partnership
Doubles of artificial bids are lead directing

| SLAM <br> CONVENTIONS | Meaning of Responses |
| :--- | :--- | | Action over |
| :--- |
| interference |


| OPENING LEADS | v suit contracts | $2^{\text {nd }}$ and $4^{\text {th }}$ | K for | nt, A/Q f | ude |
| :---: | :---: | :---: | :---: | :---: | :---: |
| Other leads: | $\underline{\mathrm{A} K}$ $\underline{\mathrm{AKx}}$ <br> K 109 $\underline{Q} \mathrm{~J} 10$ <br> 109 x $9 \underline{7 x}$ <br> $\mathrm{Hxx} \underline{x}$ $\mathrm{Hx} \underline{x}$ |  | $\begin{aligned} & \text { KQ10 } \\ & \text { QJx } \\ & 10 \underline{x x x} \\ & \underline{x} \end{aligned}$ | $\begin{aligned} & \mathrm{KQx} \\ & \mathrm{~J} 10 \mathrm{x} \\ & \mathrm{Hxxxx} \\ & \mathrm{x} \mathrm{\underline{x}} \end{aligned}$ | KJ10 <br> 10xx <br> Hxxxxx <br> x $\underline{x x}$ |
|  | v NT contracts | $2^{\text {nd }}$ and $4^{\text {th }}$ | K for count, $\mathrm{A} / \mathrm{Q}$ for reverse attitude |  |  |
|  | $\begin{aligned} & \operatorname{AKx}(\mathrm{x}) \\ & \mathrm{K} \underline{109} \\ & 10 \underline{x} x \\ & \mathrm{Hxxxx} \end{aligned}$ | $\begin{aligned} & \text { AJ10x } \\ & \underline{\text { QJ10 }} \\ & \underline{109 x} \\ & \text { Hxxx } \end{aligned}$ | $\begin{aligned} & \text { KQ10 } \\ & \text { QJX } \\ & \underline{9} 87 \mathrm{x} \\ & \underline{\mathrm{xx}} \end{aligned}$ | $\begin{aligned} & \mathrm{KQx} \\ & \mathrm{~J} 10 \mathrm{x} \\ & \mathrm{Hx} \mathrm{\underline{x}} \\ & \mathrm{xxx} \end{aligned}$ | KJ10 <br> 10xx <br> Hxxxxx <br> x $x \times x$ |


| CARDING METHODS | Describe Primary method. State alternative in brackets. |
| :--- | :--- |
| On Partner's lead | attitude on lead of an A or Q, count on lead of a K. |
| On Declarer's lead | Count |
| When Discarding | odds - dislike <br> evens - like |

## SUPPLEMENTARY DETAILS

(a) After 1 NT has been doubled: If weak exit transfers $\mathrm{xx}-$ clubs - clubs $=$ Ds etc.
(b) 2 NT response to a weak 2 is Ogust; see below:

First step: Poor points Poor suit
Second step: Poor points Good suit
Third step: Good points Poor suit
Fourth step: Good points Good suit
A good suit has two of the top three honours.
(e) Landy: From unpassed hands;
$2 \%=$ both majors. Responder bids his better major or $2 *$ if is equal length and
then overcaller can bid his longer major.
From passed hands suit overcalls are natural; $\mathrm{X}=$ Majors or minors
(f) Jacoby over M 2 NT shows $16+$ points with four card (or better) support.

Opener's re-bids: Four of the Major - no slam interest Three of another suit shows a singleton or void 3NT shows $15-19$ balanced Three of the Major shows a $6+$ suit; Four of another suit is a second suit.


Rose Simpson

Stewart Morris

## GENERAL DESCRIPTION OF SYSTEM

Bidding Methods:- 5 Card Majors with three weak two's Strong nt 15-17pts
Better Minor
$2 \%$ Response to a 1NT opener is Stayman

Style of leads: $\quad 4^{\text {th }}$ Highest from suits of interest
$2^{\text {nd }}$ Highest from poor suits
Style of signals: Attitude on the lead of an Ace or Queen (Hi - like / Lo - dislike Count on the lead of a King

Style of discards: Reverse attitude

