OPENING BIDS	Point Range	Min. Length	CONVENTIONAL MEANING	SPECIAL RESPONSES	
1 ♣	10-20	3		weak jump shifts	
1♦	10-20	3		weak jump shifts	
1♥	10-20	5		weak jump shifts, jacoby (f)	
1♠	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♥	5-9	6	Weak 2 bid.	2NT is enquiry see (c).	
2♠	5-9	6	Weak 2 bid.	2NT 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		

DEFENSIVE BIDS			
OVER- CALLS	Meaning	OPPONENTS OPEN	Defensive Methods
Simple	constructive	Strong 1&	X = Majors; 1NT = minors (d)
Jump	wwwi	Weak 1NT	Landy

Cue Bid	Michaels		Strong 1NT	Landy
1 NT	Direct	Protective		
1 141	15-17	11-14	Weak 2	x = t.o.
	Responses as to opening		Weak 3	x = optional
2NT	Direct	Protective	4 bids	Dbl of 4C/D/H = Takeout, Dbl of 4S = pens, 4NT = T/O
Unusual		-		Dbi 0i 43 - pelis, 411 - 170
	- Chacaan		MULTI	X = 12-15 Bal or strong / 2NT = 16-18 with stops in majors
ACTION AFTER OPPONENTS INTERVENE WITH				
Simple Ov	vercall	Double:	Sputnik (to 3♠)	Bids: pre-emptive raises
Jump Overcall		Double:	Sputnik (to 3♠)	Bids: pre-emptive raises
Double	Redoub	le New suit	Jump in new	suit Jump raise 2NT

fit

pre-empt

inv. raise

10+, bal

natural, Force

Penalty 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 3rd dbl by the partnership Doubles of artificial bids are lead directing

SLAM CONVENTIONS	Meaning of Responses	Action over interference
Name: RKCB	5♣= 0/3, 5♦= 1/4, 5♥= 2 without Q; 5♠= 2 with Q 5NT requires specific King	

Other Conventions: Gerber over 1NT; Splinters; Michaels; Jacoby. inverted minors

OPENING LEADS	v suit contracts	2 nd and 4 th	K for co	ount, A/Q for a	attitude
	K109 Q 109x 9	Kx J110 <u>8</u> 7x Ixx	KQ10 QJx 10xxx xx	KQx J10x Hxxxx xxx	KJ10 10xx Hxxxxx xxxx
Other leads:	v NT contracts 2 nd and 4 th		K for count, A/Q for reverse attitude		
	AKx(x) K109 10xxx Hxxxx	A <u>J1</u> 0x QJ10 1 <u>0</u> 9x Hxx <u>x</u>	KQ10 QJx 987x <u>x</u> x	KQx J10x Hx <u>x</u> x <u>x</u> x	K <u>J</u> 10 10 <u>x</u> x Hxx <u>x</u> xx x <u>x</u> xx

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 evens - like

SUPPLEMENTARY DETAILS

(a) After 1NT has been doubled: If weak exit transfers xx - clubs - clubs = Ds etc.

(b) 2NT 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; X = Majors or minors

(f) Jacoby over M 2NT 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.



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: 4th Highest from suits of interest

2nd 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