

SUPPLEMENTARY DETAILS

(Please cross reference to appropriate part of card)

1. Response to partner's overcall is "level of the fit" or change of suit is strong
2. **Checkback (invitational hands only)**
 - Minimum
 - 2D – no 3 card support or 4 other major
 - 2H/2S - 3 card support or other major shows 4
 - Maximum
 - 2NT – no 3 card support or 4 other major
 - 3H/3S – 3 card support or other major shows 4
3. **Multi Landy (8+hcp)**
 - 2C – 5/5 major
 - 2D – 6 of unspecified major
 - 2H/S – bid major + minor
 - 2NT – 5/5 minors
4. **Responses to Jacoby 2NT & 2NT feature ask**
 - 3C – Minimum hand
 - 3D Max and no singleton/void
 - 3H Max and singleton/void in Clubs
 - 3S Max and singleton/void in Diamonds
 - 3NT Max and singleton/void in other major
 - 4C } 5 of major + } Any
 - 4D } 5 of bid minor } strength
5. **Inverted Minors**
 - 2C/D – suit and 10+hcp
 - 3C/D – suit with 6/9hcp



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Partner: Sharon Lindsay (9849)

GENERAL DESCRIPTION OF SYSTEM

Bidding Methods:- 5 card Majors, 15-17 NT, weak twos in diamonds, hearts and spades

Style of leads, signals, discards:- standard leads (4th and top / top of internal sequence), Reverse Attitude/suit preference on first lead of each suit, Reverse Attitude discards

ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE

Weak jump overcalls <10 pts

Strength of 1NT openers: 15-17

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

OPENING BIDS	Point Range	Min. Length	CONVENTIONAL MEANING	SPECIAL RESPONSES
1♣	Rule	2+		1NT=6-9, 3D, 3H, 3S splinters
1♦	of	4+	5+/4441 shape	3H,3S,4C splinters
1♥		5		3S,4C,4D Splinters, 3NT=13-15 Bal raise
1♠	20	5		4C,4D,4H Splinters, 3NT=13-15 Bal raise
1NT	15-17			Stayman and red suit transfers, 2S transfer to minors pass or correct
2♣			Game going hand	2D relay
2♦	5-9nv	6		2NT enquiry
2♥	or	6	{	Rebid suit =min
2♠	6-10v	6	{	Or bid a feature if max (10 /6 + hons)
2NT	20-22		May have A or K singleton	3C= Stayman, 3D,3H transfers
3 bids	Pre-empt	7		6 – 7 tricks
4 bids	Pre-empt	8		7 – 8 tricks

DEFENSIVE BIDS

OVER-CALLS	Meaning	OPPONENTS OPEN	Defensive Methods
Simple	6-16, 5+ card suit ¹	Strong 1♣	X=t/o, suit= overcall
Jump	Weak 5-10	Weak 1NT	X=Pen, Multi Landy ³
1 NT	Direct 15-17	Weak 2	X=t/o, 2NT=17-20,
	Protective 12-15 Responses As per 1NT opener	Weak 3	X=t/o
2NT	Direct 2 lowest suits	4 bids	X= penalties
	Protective 19-21		

ACTION AFTER OPPONENTS INTERVENE WITH

Simple Overcall	Double	Negative	Bids	Forcing 1 rnd
Jump Overcall	Double	Penalty	Bids	Forcing 1 rnd
Double	Jump raise	Redouble	2NT	New suit
	Pre-empt (6-9)	9+	10-12	forcing
				Jump in new suit forcing

SPECIAL USES OF DOUBLES:

Negative double

SLAM CONVENTIONS	Meaning of Responses	Action over interference
Suit: RKCB	5C=0 or 3, 5D=1 or 4, 5H=2 no queen, 5S=2 + queen.	
	Subsequent bid – to play	
NT: Gerber or 4NT (quantitative)	After NT Opening	

Other Conventions:

Splinters Unassuming cue bids
 Michaels Unusual NT
 4th suit forcing Jacoby 2NT⁴
 Checkback ³ Inverted Minors⁵

OPENING LEADS	v suit contracts	4th,
Other leads:	<u>AK</u> K109 <u>109x</u> Hxx	<u>AKx</u> <u>QJ10</u> <u>987x</u> Hxx	<u>KQ10</u> <u>QJx</u> <u>10xxx</u> <u>xx</u>	<u>KQx</u> <u>J10x</u> <u>Hxxx</u> <u>xxx</u>	<u>KJ10</u> <u>10xx</u> <u>Hxxxx</u> <u>xxxx</u>
	v NT contracts	4th,
	<u>AKx(x)</u> K109 <u>10xxx</u> Hxxxx	AJ10x <u>QJ10</u> <u>109x</u> Hxxx	<u>KQ10</u> <u>QJx</u> <u>987x</u> <u>xx</u>	<u>KQx</u> <u>J10x</u> <u>Hxx</u> <u>xxx</u>	<u>KJ10</u> <u>10xx</u> <u>Hxxx</u> <u>xx</u> <u>xxxx</u>

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

CARDING METHODS	
On Partner's lead	Rev Att/suit pref
On Declarer's lead	Count if it may help partner (helo)
When Discarding	Reverse attitude
Exceptions to above	NT – Reverse Attitude or natural

