

OPENING BIDS	Point Range	Min. Length	CONVENTIONAL MEANING	SPECIAL RESPONSES
1♣	10-19	3	AT LEAST 3	1NT = 8 – 10 with clubs: LIMIT RAISES
1♦	10-19	3	AT LEAST 3	1NT = 5 – 10 : LIMIT RAISES
1♥	10-19	5		+Forcing NT = 5 – 12 : Bergen Raises: Jacoby 2NT – <b>SEE NOTE 5</b>
1♠	10-19	5		AS FOR ABOVE
1NT	15 – 17	BAL		<b>2c = stayman 3c = 5 CARD G/F PUPPET STAYMAN - TRANSFERS TO ALL SUITS</b> <b>SEE NOTE 1</b>
2♣	24+	0	GAME FORCING	2♦ = 5+ HCP: 2♥ = 0 – 4 HCP:
2♦		0	2 – way Multi	2♥ = RELAY – <b>SEE NOTE 2</b>
2♥	5-9	5/5 - 4	<b>WEAK ♥ &amp; other</b>	2NT RELAY – <b>SEE NOTE 3</b>
2♠	5-9	5/5 - 4	<b>WEAK ♠ &amp; minor</b>	2NT RELAY – <b>SEE NOTES 3</b>
2NT	20-21	BAL		3♣ = 5 CARD PUPPET STAYMAN.; 3♦ & 3♥ = TRANSFERS TO THE MAJORS; 4 LEVEL SUIT BIDS = RKCB
3 bids	4-9	6/7	PRE-EMPTIVE	
4 bids		7/8	STRONG PRE-EMPT	

## DEFENSIVE BIDS

OVER-CALLS	Meaning	OPPONENTS OPEN	Defensive Methods
<u>Simple</u>	<u>5-15 AT LEAST 5 CARD SUIT</u>	<u>Strong 1♣</u>	<u>TRUSCOTT</u>
<u>Jump</u>	<u>INTERMEDIATE 12 - 16</u>	<u>Weak 1NT</u>	<b>SEE NOTE 4</b>
<u>Cue Bid</u>	<u>MICHAELS</u>	<u>Strong 1NT</u>	<b>SEE NOTE 4</b>
<u>1 NT</u>	<u>Direct</u> 15-17 <u>Protective</u> 11-14	<u>Weak 2</u>	X = TAKEOUT. 2NT = 17-20 SUIT BID ARE NATURAL
	<u>Responses</u> AS FOR OPENING NT	<u>Weak 3</u>	X = TAKEOUT: 3NT TO PLAY. SUIT BIDS ARE NATURAL
<u>2NT</u>	<u>Direct</u> 20-21 <u>Protective</u> 20-21	<u>4 bids</u>	X = OPTIONAL WITH WINNERS 4NT = 2 PLACES TO PLAY
	<u>Responses</u> AS FOR OPENING 2NT	<u>MULTI</u>	X = 13 – 16: 2NT = 17 – 20 SUIT BIDS ARE NATURAL

## ACTION AFTER OPPONENTS INTERVENE WITH

<u>Simple Overcall</u>	<u>Double</u>	<u>NEG. UP TO 3♠</u>	<u>Bids</u>	<u>NAT F1</u>
<u>Jump Overcall</u>	<u>Double</u>	<u>NEG. UP TO 3♠</u>	<u>Bids</u>	<u>NAT F1</u>
<u>Double</u>	<u>Redouble</u>	<u>New suit</u>	<u>Jump in new suit</u>	<u>Jump raise</u> 2NT
	<u>9 + HCP Penalty interest</u>	<u>NAT F1</u>	<u>NATURAL &amp; STRONG WITH A FIT FOR PTNR</u>	<u>PRE-EMPTIVE</u> <u>SOUND RAISE</u>

## SPECIAL USES OF DOUBLES:

RESPONSIVE DOUBLES

UP TO 4♦

NEGATIVE DOUBLES

SLAM CONVENTIONS	Meaning of Responses	Action over interference
Name: Roman Key Card Blackwood 1430 Minor suit slams 4 of the agreed suit is RKCB. Responses = next suit up is 1 or 4 etc.	5♣ = 1 OR 4 5♦ = 3 OR 0 5♥ = 2 KEY CARDS WITHOUT THE QUEEN 5♠ = 2 KEY CARDS WITH THE QUEEN	DOPI ROPI

Other Conventions: CHECKBACK 2♣:

OPENING LEADS	v suit contracts	4th, 3rd and 5th;	4th, 2nd, MUD
Other leads:	AK K109 109x Hxx	AKx QJ10 987x Hxx	KQ10 QJx 10xxx xx
	KQx J10x Hxxx xxx	KJ10 10xx Hxxx xxx	
	v NT contracts	4th, 3rd and 5th;	4th, 2nd,
	AKx(x) K109 10xxx Hxxxx Hxxx	AJ10x QJ10 109x J(x)xx	KQ10 QJx 987x xx xxx
		KQx J10x Hxx xxx	KJ10 10xx Hxxxx 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	COUNT
On Declarer's lead	COUNT
When Discarding	REVERSE ATTITUDE
Exceptions to above	MAY LEAD FROM 2/3 MAJOR TO A 1NT – 3NT AUCTION IF NOTHING MORE SUITABLE: CONSIDER J's NOT TO BE AN HONOUR

## SUPPLEMENTARY DETAILS

(Please cross reference to appropriate part of card)

( NOTE 1 ) 1NT OPENER 15 – 17

RESPONSES TO 1NT -

2♣ =	STAYMAN
2♦ & 2♥ =	TRANSFERS TO THE MAJORS
2♠ =	TRANSFER TO ♣
2NT =	TRANSFER TO ♦
3♣ =	PUPPET STAYMAN
3♥ & 3♠ =	SLAM TRY IN THAT SUIT AND RKCB
4♣ & 4♦ =	SLAM TRY IN THAT SUIT AND RKCB
4NT =	QUANTATIVE

TRANSFERS CAN BE BROKEN TO A NEW SUIT OR NT TO SHOW A BALANCED HAND WITH 4 OF THE MAJOR OR 3 TO AN HONOUR WHEN BREAKING TO THE MINORS.

( NOTE 2 ) 2♦ = Weak 2 in a Major 5 – 10 : 22 – 23 Balanced:

RESPONSES	2♥ =	ENQUIRY
	4♣ =	BID 4♦ IF WEAK 2 Is in ♥; BID 4♥ IF WEAK 2 IS in ♣
RESPONSES BY OPENER	PASS =	Weak 2 in ♥ 5 - 10
	2♠ =	Weak 2 in ♠ 5 - 10
	2NT =	22-23 Balanced – Auction continues as for 2NT opening

( NOTE 3 ) LUCAS 2's 5 – 9 : 2♥ = 5♥ & 5 OTHER SUIT: 2♠ = 5♥ AND A 5/6 CARD MINOR

Equal Vul openings will be 5/5 : Non – Vul v V can be 5/4 but always with 5 card major also could have 6 card minor )

RESPONDER	2♠ =	♥ and another
	3 & 4♥ =	to play
	2♠ =	Willing to play in spades if 2 <sup>nd</sup> suit or 3 of minor
	2NT =	15+ hcp – Enquiry bid

OPENERS RESPONSES	3♣ =	♣ & 5 – 7
	3♦ =	♦ & 5 – 7
	3♥ =	♥ & ♠ 5 – 7
	3♠ =	♥ & ♠ 8 – 10
	3NT =	♥ & MINOR 8 – 10

RESPONDER	2♠ =	♠ & MINOR
	3 & 4♠ =	to play
	3♣ =	to play if 2 <sup>nd</sup> suit is clubs or convert to ♦
	2NT =	15+ hcp – Enquiry bid
OPENERS RESPONSES	3♣ =	♣ & 5 – 7
	3♦ =	♦ & 5 – 7
	3♥ =	♥ & ♠ 8 – 10
	3♠ =	♥ & ♠ 8 – 10

( NOTE 4 ) MULTI LANDY – DEFENCE TO WEAK NT

	2♣ =	BOTH MAJORS
	2♦ =	SINGLE SUITED MAJOR 6+
	2♥ =	5♥ AND A MINOR
	2♠ =	5♠ AND A MINOR
	2NT =	5 – 5 AT LEAST IN THE MINORS
	DBLE =	PENALTIES ( 15+ )

( NOTE 5 ) BERGEN STYLE RAISES & JACOBY

3♣ = 6 – 9 & 4 CARD SUPPORT : 3♦ = 10 – 12 & 4 CARD SUPPORT: 3♠/3♥ = 0 – 5 & 4 CARD SUPPORT  
OVER 1♥ 2♠ = 3 CARD SUPPORT & 10/11HCP: OVER 1♠ 3♥ = 3 CARD SUPPORT AND 10/11 HCP.  
2NT = 13 + GAME GOING HAND WITH SLAM INTEREST IF STRONGER AND 4 CARD SUPPORT



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## GENERAL DESCRIPTION OF SYSTEM

Bidding Methods:- 5 CARD MAJORS & FORCING NT: BERGEN RAISES, JACOBY  
2NT: 2 OVER 1 GAME FORCING: 2 – WAY MULTI 2♦ : LUCAS 2 BIDS

Style of leads, signals, discards

2<sup>ND</sup>, 4<sup>TH</sup>, M.U.D.: COUNT : REVERSE ATTITUDE

## ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE

JUMP OVERCALLS : WEAK 5 - 10

STRENGTH OF 1NT OPENERS: 15 - 17

2♣ RESPONSE TO 1NT OPENER IS: **STAYMAN**

3♣ RESPONSE TO 1NT OPENER IS GAME FORCING: **5 CARD PUPPET STAYMAN 10+HCP**

Both players of a partnership must have identically completed convention cards.

Cards must be exchanged with opponents for each round.

EBU 20A