

OPENING BIDS	Point Range	Min. Length	CONVENTIONAL MEANING	SPECIAL RESPONSES
1♣	11-19	3	1NT 6-9 pts (Note 1) 2NT 10-11pts (Note 1) Checkback	
1♦	11-19	3		
1♥	11-19	5	(Note 1)	
1♠	11-19	5		
1NT	15-17		Stayman and Transfers (Note 2)	
2♣	23+		23+ bal or 7/8 quick trick	2D super neg 0-4 pts (Note 3)
2♦	5-10	6	(Notes 4,5,6)	
2♥	5-10	6		
2♠	5-10	6		
2NT	20-22		Stayman and Transfers (Note 2)	
3 bids	5-10	7		
4 bids	6+	8		

SPECIAL USES OF DOUBLES:

Doubles are takeout except in these penalty situations

Double after partner has made a positive bid (Excludes Negative Doubles)

2nd or subsequent Double by partnership

3 level Major pre-empt or equivalent, by the opposition

DEFENSIVE BIDS			
OVER-CALLS	Meaning	OPPONENTS OPEN	Defensive Methods
Simple	1x=9+HCP 2x=11+HCP	Strong 1♣	Modified Ghestem (Note 8)
Jump	Weak 6-10pts	Weak 1NT	DONT 10+ HCP (Note 7)
Cue Bid		Strong 1NT	
1 NT	Direct Balanced 16+ HCP Responses	Weak 2	X-takeout 12+HCP
		Weak 3	XM- Penalties Xm-Takeout
2NT	Direct Balanced 20+HCP (Note 2) Responses	4 bids	X-Optional Dbl/takeout
		Multi 2D	Generally treat as weak 2
ACTION AFTER OPPONENTS INTERVENE WITH			
Simple Overcall		Double/bid suit	
Jump Overcall		Double/bid suit	

SLAM CONVENTIONS	Meaning of Responses	Action over interference
Name: RKCB 4NT	5C-1/4, 5D-0/3, 5H-2, 5S-2+Q 5NT for Kings	
Gerber 4C	4D-0/4, 4H-1, 4S-2, 4NT-3	

Other Conventions:

OPENING LEADS	v suit contracts	4th, 3rd and 5th;			
<div>Attach Red Spot, or hatch over, if using non-standard leads</div>	<u>A</u> K K <u>10</u> 9 109x Hxx <u>x</u>	<u>A</u> Kx <u>Q</u> J10 987x Hxx	<u>K</u> Q10 <u>Q</u> Jx 10xx <u>x</u> <u>x</u> x	<u>K</u> Qx <u>J</u> 10x Hxx <u>x</u> xx	K <u>J</u> 10 10x <u>x</u> Hxx <u>x</u> x xxxx
	Other leads:	v NT contracts 4th, 3rd and 5th;			
	<u>A</u> Kx(<u>x</u>) K <u>10</u> 9 10xx <u>x</u> Hxx <u>x</u> x	A <u>J</u> 10x <u>Q</u> J10 <u>10</u> 9x Hxx <u>x</u>	<u>K</u> Q10 <u>Q</u> Jx 987x <u>x</u> x	<u>K</u> Qx <u>J</u> 10x Hxx xx	K <u>J</u> 10 10x <u>x</u> Hxx <u>x</u> x x xxxx
(In all the card combinations shown, circle the card normally lead if different from standard i.e. underlined card)					

SUPPLEMENTARY DETAILS

(Please cross reference to appropriate part of card)

NOTES

- 5 card Majors with Better Minor, light opening possible if extra length in suit. Bergen raises. 1NT forcing, 2C relay, 2M 6 card suit. 2/1 Game forcing.
- Responses to 1NT: 2C – Stayman; 2D/2H – Transfer to next suit up – 5+ card suit. 1NT : 2S – balanced 8 HCP, 1NT : 2NT – balanced 9 HCP
- 2C – 2D – 2NT (23/24 HCP ; 2C – 2D – Suit 7/8 quick tricks.
- OGUST; 2D/H/S – 2NT Requesting further info (game or slam)
2D/H/S – 2NT – 3NT (top 3 honours and high points)
- 2D/H/S - 3D/H/S with 2/3 card support.
2D/H/S – 4D/H/S with 3/4 card support (both with 10 – 15 HCP)
- 2D/H/S – Any change of suit response (16+ HCP and 5+ card suit)
- Double; have a long suit, relay 2C; 2C – clubs and another suit; 2D – diamonds and another suit; 2H – hearts and spades. At least 5/4 in both suits.
- 1H/S/c/d – 2H/S/c/d – 5/5 in top two remaining suits; 2NT – bottom two remaining suits; 3c – top and bottom of remaining two suits 11HCP.
(LTC 8 NV, 7 V)

CARDING METHODS	Describe Primary method. State alternative in brackets.
	Suit contract NT contract
On Partner's lead	Ace or Q - Attitude ;K-Count Win,Unblock or Attitude
On Declarer's lead	Count – Hi-Lo, Lo-Hi
When Discarding	Roman (Odd - that suit; Even – 2 or 4 lower suit, 8 or 10 higher suit)
Exceptions to above	



Name: Robert Sim SBU NO 12427

Partner: Tom Aitchison SBU NO 15296

GENERAL DESCRIPTION OF SYSTEM

Bidding Methods:- 5 Card Majors with Bergen Raises

Style of leads, signals, discards:-

ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE

STRENGTH OF 1NT OPENERS: 15-17

2♣ RESPONSE TO 1NT OPENER IS: Staymen

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