

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	<b>2 – way Multi</b>	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
Simple	5-15 AT LEAST 5 CARD SUIT	Strong 1♣	TRUSCOTT
Jump	INTERMEDIATE 12 - 16	Weak 1NT	<b>SEE NOTE 4</b>
Cue Bid	MICHAELS	Strong 1NT	<b>SEE NOTE 4</b>
1 NT	Direct 15-17	Protective 11-14	Weak 2
	Responses AS FOR OPENING NT		Weak 3
2NT	Direct UNUSUAL	Protective 20-21	4 bids
	Responses AS FOR OPENING 2NT		MULTI

## ACTION AFTER OPPONENTS INTERVENE WITH

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

## SPECIAL USES OF DOUBLES:

RESPONSIVE DOUBLES

UP TO 4♦

NEGATIVE DOUBLES

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

Other Conventions: CHECKBACK 2♣:

OPENING LEADS	v suit contracts	4th, 3rd and 5th;	4 <sup>th</sup> , 2 <sup>nd</sup> , MUD		
<div>Attach Red Spot, or hatch over, if using non-standard leads</div>	AK	AKx	KQ10	KQx	KJ10
	K109	QJ10	QJx	J10x	10xx
Other leads:	109x	987x	10xxx	Hxxx	Hxxxx
	Hxx	Hxx	xx	xxx	xxxx
	v NT contracts	4th, 3rd and 5th;	4 <sup>th</sup> , 2 <sup>nd</sup> ,		
	AKx(x)	AJ10x	KQ10	KQx	KJ10
	K109	QJ10	QJx	J10x	10xx
	10xxx	109x	987x	Hxx	Hxxxx
	Hxxxx	J(x)xx	xx	xxx	xxxx
	Hxxx				

(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 )

	2♠ =	♥ and another
RESPONDER	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

	2♠ =	♠ & MINOR
RESPONDER	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