

OPENING BIDS	Point Range	Min. Length	CONVENTIONAL MEANING	SPECIAL RESPONSES
1♣	12-19	2	Natural or balanced (1)	1NT=6-9
1♦	11-19	4		10-12 subsequent response
1♥	11-19	5		2-level response 9+, F1
1♠	11-19	5		Splinters 1M-2NT=FG w/support
1NT	15-17		2♣=Stayman, 2♦/2♥=transfers, 2NT=INV, 3X 1-suited slam try, 4♣=Gerber	
2♣			19-20 BAL or strong hand with 8 playing tricks	2♦=weak or waiting
2♦	23+	4	Game forcing unless 23-24 BAL	2♥=negative
2♥	5-9	6	Weak	2NT relay: 3♣=bad, bad; 3♦=good suit, bad points; 3♥=bad suit, good points; 3♠=good, good.
2♠	5-9	6		
2NT	21-22		Balanced	3♣= Stayman, 3♦/3♥=transfers, 4♣=Gerber
3 bids	5-10	(6)7	Pre-emptive Gambling 3NT	New suit is F1
4 bids		7	Pre-emptive	

SPECIAL USES OF DOUBLES:

Double of suit is take-out
Negative doubles after overcall may be minimal values with the right distribution

Natural after double of our 1NT

SLAM CONVENTIONS	Meaning of Responses	Action over interference
Name: Roman Keycard Blackwood	5♣=0/3 key cards, 5♦=1/4, 5♥=2 w/o Q, 5♠=2 w/Queen (5NT then asks for kings)	Double=0, Pass=1, next step=2 Redouble=0 Pass=1, etc.
Gerber	4♦=0 aces, 4♥=1, 4♠=2, 4NT=3 (5♣ then asks for kings)	

Other Conventions:

Fourth Suit Forcing

Splinters

Long suit trial bids after major suit agreed at two-level

Cue bids after major suit agreed at three-level

DEFENSIVE BIDS			
OVER-CALLS	Meaning	OPPONENTS OPEN	Defensive Methods
Simple	< opening strength or short in overcalled suit	Strong 1♣	
Jump	NV: 6+ suit, 5-10 HCP VUL: 6+ suit, 11-15 HCP	Weak 1NT	
Cue Bid	(1♣)-2♣=5+/4+ majors 10+; (1♦)-2♦=5♥, 5♠, 10+; (1♥)-2♥=5♠, 5m, 10+; (1♠)-2♠=5♥, 5m, 10+	Strong 1NT	Double=PEN Other bids natural
1NT	Direct 15-17	Protective 12-14	Weak 2
	Responses As over 1NT		Weak 3
2NT	Direct 5-5 lowest unbid suits	Protective 19-21	Weak 2
	Responses		MULTI
ACTION AFTER OPPONENTS INTERVENE WITH			
Simple Overcall	Double	Takeout through 3♠	Bids
Jump Overcall	Double	Takeout through 3♠	Bids
Double	Redouble	New suit	Jump in new suit
	10+ misfit	natural, F1	Strong
			Jump raise
			2NT
			PRE
			Sound raise

OPENING LEADS	v suit contracts	4th	2nd from bad suit, MUD		
Attach Red Spot, or hatch over, if using non-standard leads	AK	AKx	KQ10	KQx	KJ10
	K109	QJ10	QJx	J10x	10xx
	109x	987x	10xxx	Hxxx	Hxxxx
	Hxxx	Hxx	xx	xxx	xxxx
Other leads:	v NT contracts	4th	2nd from bad suit, MUD		
	Akx(x)	AJ10x	KQ10	KQx	KJ10
	K109	QJ10	QJx	J10x	10xx
	10xxx	109x	987x	Hxx	Hxxxx
	Hxxx	Hxxx	xx	xxx	xxxx

(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	High card=encouraging vs suit, High=even count vs NT
On Declarer's lead	High card=even count
When Discarding	Odd=encourage, even=suit preference
Exceptions to above	

SUPPLEMENTARY DETAILS

(Please cross reference to appropriate part of card)

- (1) We open 1♣ with balanced hands with fewer than four diamonds outside of the 15-17 no trump range. We will only have two clubs with 4-4 majors and three diamonds.

With 4-4 minors, we tend to open our stronger minor.



Name: Jill Connor (SBU 18716)

Partner: Perry Vassie (SBU 14373)

S.B.U. NO.

GENERAL DESCRIPTION OF SYSTEM

Bidding Methods:- 5-card majors, short club, 15-17 1NT, weak twos in majors

Style of leads, signals, discards:- 4th highest leads, 2nd from bad suit
High=encouraging

ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE

Gambling 3NT (solid minor, less than a king outside)
2NT is game-forcing with support after 1 major opening

STRENGTH OF 1NT OPENERS: 15-17

2♣ RESPONSE TO 1NT OPENER IS: Stayman

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