

OPENING BIDS	Point Range	Min. Length	CONVENTIONAL MEANING	SPECIAL RESPONSES
1!	12-19			1 NT = 6 – 11 points Need 11 to respond at 2 level, F to 2N Inverted minor raises
1!	12-19			Splinters – cue bid after splinter. 2NT over m, Baron, minor(s), 15+ 2NT over M, 15+, now new suit at next level = cue, jump = another suit. Off after opps overcall Delayed game raise is 11-14 pts
1NT	14-16			Stayman, trfs (2S = a minor, par bids 3C)
2!	strong		8 tricks or 22/23 flat	2H relay. After 2NT rebid, responses as below for 2NT opener 2D < 8pts
2!	Game force			
2!	6-10	6		2NT asking. 3C is min, poor suit. 3D min, good suit. 3H max, poor suit. 3S max, good suit
2!	6-10	6		
2NT	20-21			Puppet 5 card Stayman, trfs to majors. 3S means exactly 5 spades and 4 hearts
3/4 bids	weak	7/8		

SPECIAL USES OF DOUBLES:

Sputnik promises other major, or one of majors if neither bid yet.
If you bid other major, you are promising a 5 card suit
So, 1C – 1H – X means 4 spades, 1S means 5 spades

If opps have bid 2 suits, X means other two (4/4 or 4/5) 1NT means other two 5/5.

SLAM CONVENTIONS	Meaning of Responses	Action over interference
Name: RKB Gerber (directly after 1 or 2 NT opener or after neg Stayman)	14/30 0/4, 1,2,3. 5C asks for Ks	DOPI, ROPI

Other Conventions: Extended Helvic (see back of card)

Checkback, 2D denial with max, 2NT denial with min.

Unassuming cue bids: see back of card

Ghestem (see back)

Trial bids – bid a second suit

Lebensohl (SADS) after par's 1NT overcalled, and if par doubles opps weak two

OPENING LEADS	v suit contracts	4th, 3rd and 5th;		
<div style="border: 1px solid black; border-radius: 50%; padding: 5px; display: inline-block;"> Attach Red Spot, or hatch over, if using non-standard leads </div>	<u>AK</u>	<u>AKx</u>	<u>KQ10</u>	<u>KQx</u>	<u>KJ10</u>
	<u>K109</u>	<u>QJ10</u>	<u>QJx</u>	<u>J10x</u>	<u>10xx</u>
	<u>109x</u>	<u>987x</u>	<u>10xxx</u>	<u>Hxxx</u>	<u>Hxxx</u>
	<u>Hxxx</u>	<u>Hxx</u>	<u>xx</u>	<u>xxx</u>	<u>xxx</u>
Other leads:	v NT contracts	4th, 3rd and 5th;		
	<u>AKx(x)</u>	<u>AJ10x</u>	<u>KQ10</u>	<u>KQx</u>	<u>KJ10</u>
	<u>K109</u>	<u>QJ10</u>	<u>QJx</u>	<u>J10x</u>	<u>10xx</u>
	<u>10xxx</u>	<u>109x</u>	<u>987x</u>	<u>Hxx</u>	<u>Hxxx</u>
	<u>Hxxx</u>	<u>Hxxx</u>	<u>xx</u>	<u>xxx</u>	<u>xxx</u>

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

DEFENSIVE BIDS			
OVER-CALLS	Meaning	OPPONENTS OPEN	Defensive Methods
		Prepared club	2C is Ghestem
Simple	8 - 14	Strong 1!	X for t/o, suit bid competitive. 2C natural
Jump	Intermediate	Weak 1NT	Pottage 2C = majors 2D = ss major 2H/S M+m, 2NT minors, 3C/D ss minor
Cue Bid	Ghestem CRO	Strong 1NT	
1 NT	Direct 15-17	Weak 2, 3	X t/o, NT to play (1 1/2 stops) Suit bid competing Cue bid strong
	Protective 12-14 Responses S'man, trfs		
2NT	Direct Responses	4 bids	X optional, suit bid to play
	Protective 20/22	Multi 2	2M t/o bid suit, X = strong NT

ACTION AFTER OPPONENTS INTERVENE WITH

Simple Overcall	Double is	Sputnik	Bids	Shows 5 card suit
Jump Overcall	Double is	Sputnik	Bids	6+
Double:	Redouble 10 + points	New suit natural	Jump in new suit Natural, strong	Jump raise stretch
				2NT Good raise

CARDING METHODS	Describe Primary method. State alternative in brackets.
On Partner's lead	Reverse attitude, but on K lead, count. In NT, always count
On Declarer's lead	Count
When Discarding	Reverse attitude
Exceptions to above	Suit Preference Signal if appropriate

SUPPLEMENTARY DETAILS

(Please cross reference to appropriate part of card)

When partner opens, and is overcalled

Cue bid of opponent's suit is a sound raise of partner's suit, inviting game.
(But if partner has opened a minor, it is looking for a stop for NT)
Single raise is weak, may only have 3 of partner's suit
Jump raise is also weakish, but has 4 of partner's suit
Raise to game is based on shape, not points.

When partner opens and is doubled

Single raise of suit is very weak (less than 6 pts)
Jump raise shows 6 – 9 pts
2NT shows 10 – 12 pts, and agrees suit
Raising partner to game in his suit is based on shape, not points.

When partner overcalls opener

A direct raise of partner's suit is weakish and is only competing.
A cue bid of opponent's suit is an **unassuming cue bid**, and asks par to describe hand further. It usually show support for partner's suit, but can on occasion be an interest in playing in NT
If overcaller is weakish, he simply rebids his suit. If he is stronger (11+) he bids a feature of his hand – another suit if he has one, otherwise an ace, or a void/singleton.

Weak raise: 1S – 1NT denies 3 spades – will bid 2S with 3 spades. Therefore, 1S – 1NT – opener should pass without another 4 card suit, rather than bidding 2S with a 5 card spade suit.

DEFENCE TO 1 NT DOUBLED (EXTENDED HELVIC)

1 NT - X - ?
If you have a 5 card suit & are weak, use Wriggle to transfer to your long suit. (XX is trf to clubs, 2C trf to diamonds etc)

If you are weak without a 5 card suit, OR have 9 + points, PASS.
Pard must alert this, and MUST then redouble (if opponents have not bid – it is awkward for them, as 1NT might make if you have some pts)
If you have pts, you pass the XX, but if you are weak (no 5 card suit) you can now use Helvic (see below)

1NT - P - P - X
P - P - ?
In this situation, you cannot pass as above.
XX asks par to bid 2C – you then pass or correct to your 5 card suit, probably a minor as you would already have transferred to a major. With no 5 card suit, use HELVIC

HELVIC

Responder (weak) bids lower of his two 4 card suits

Opener passes if he has 3 of them, otherwise he bids next suit up. Responder passes if that is his second 4 card suit, otherwise he bids it himself. Opener then passes (he must have 3 cards, as he cannot open 1NT with 2 doubletons) In this way, you play in at worst a 4/3 fit.

GHESTEM – after opps open, a cue bid is two suits same colour, 2NT same rank, 3C odd colour & rank. This should be a 5/6 loser hand



Name: Trina Rogerson (Dunbar No 37).....

Partner: Tom Robertson (Dunbar No 222)....

S.B.U. NO.5788, 10081.....

GENERAL DESCRIPTION OF SYSTEM

Bidding Methods:- Reverse Benji Acol, 14/16 NT

Style of leads, signals, discards:- Reverse attitude, standard count

ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE

STRENGTH OF 1NT OPENERS: 14/16

2! RESPONSE TO 1NT OPENER IS: Stayman

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