

SUPPLEMENTARY DETAILS

1. 4432 hands and 15-19 HCP open
1♥ with both majors 1♠ with both minors
The minor with a major and a minor (if going to rebid 1NT)
2. 4441 hands and 12 - 20 HCP open lowest 4 card suit
3. McKendrick
Over opening 1NT, 2NT by responder is balanced with 12 HCP. 2♠ is either balanced with 11 HCPs or a 6 card minor suit. Opener rebids 3♠ with 13-14 or 2NT with 12-13.
Responder passes or corrects to 3♠, 3♦ or 3NT.
4. Extended Stayman:
1NT - 2♠ - 2♦ - 3♦ = 5♥ and 5♠
Extended Transfers:
1NT - 2♥ - 2♠ - 3♥ = 5♠ and 4♥ 1NT - 2♦ - 2♥ - 2♠ = 5♥ and 4♠
5. Natural bids after any intervention during during Stayman or transfers apart from Stolen bid.
6. Fourth suit forcing to game except 1♠ - 1♦ - 1♥ - 1♠ which is natural.
7. Multi Landy over a 1NT opening bid:
2♠ = Both majors (5 - 5 shape & ≥ 8 HCP or 5 - 4 shape & ≥ 10 HCP)
2♦ = 6+ card major & 10-14 HCP or good 5 card major with no 4 card minor
2♥/2♠ = 5+ card major & 10 - 14 HCP
2NT = Both minors (5 - 5 shape & 10 - 14 HCP)
3♠/3♦ = 6+ card minor & 10-14 HCP
3♥/3♠ = 7 card major & 5 - 9 HCP
8. CRO Ghestem overcalls:
Cue Bid Opponents suit = 2 x 5 card suits of the same colour
2NT = 2 x 5 card suits of the same rank (majors or minors)
3♠ = 2 x 5 card odd suits
9. Checkback Stayman Over 1NT rebid responder asks for 5 cards in opener's major, 3 cards in responder's major or 4 cards in unbid major.
2♦ denies hearts and spades
After 2NT rebid over 2 level response, 3♠ asks about points and a feature
3♦ shows 18 - 19 HCP
3♥ shows 15 - 17 HCP and a heart feature
3♠ shows 15 - 17 HCP and a spade feature
3NT shows 15- 17 and no feature
After 3♦ response either player can show a major feature
10. After 1NT opener, 2♠ by responder is standard Stayman.
After 1NT opener, 3♠ by responder is Puppet Stayman and is game forcing. See below for responses.
After 2NT opener or 2NT via 2♠, 3♠ by responder is Puppet Stayman and is game forcing.
Opener responds 3♦ if at least one four card major, 3♥ or ♠ with 5 cards or 3 NT if no 4 or 5 card major
After 3♦, responder bids the 4 card major they don't have or 4♠ (Slam invitational with both majors & asks opener to bid their 4 card major) or 4♦ (game interest and both majors & asks opener to bid their major)
- Note: If NT is opened and responder has a 4,3,3,3 shape, do not use Stayman.
11. Jacoby 2NT* 4 card support of major and opening points
Opener bids new suit showing singleton or void
Opener rebids 4♥/4♠ with minimum hand and no singleton or void
Opener bids 3NT showing 4333 and 15+ HCP
Opener jumps in new suit - strong 2nd suit
Opener bids 3♥/3♠ with good hand/slam interest/ no singleton or void
After 3♥/3♠ responder cue bids / bids RKCB / signs off in 4♥/4♠
12. Non-leaping Michaels over a 3 level pre-empt shows at least 5/5 in the majors or at least 5 of a major and 5 of the other minor.



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GENERAL DESCRIPTION OF SYSTEM

Attach GREEN spot for natural or simple systems
or hatch BLUE spot for Strong Club or Strong Diamond systems
over RED spot for highly artificial systems

ACOL with 3 weak Twos and 12 - 14 NT

Style of leads, signals, discards:
Standard leads, reverse attitude

ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE

Weak No Trump
Weak Twos in the Majors
Weak Jump Overcall Non Vulnerable (5 - 10HCP)
Intermediate Jump Overcall Vulnerable (11 - 16 HCP)
Double: Penalty over weak 1NT / Negative through 4H
Slam Bids: 4NT = RKCB 1430 / Gerber over 1NT/2NT openers
Standard Leads
Signals and discards: Reverse Attitude
Suit preference signals
May open INT with a 5 card major if no suitable 2nd bid

Strength of 1NT openers: 12 - 14
2♠ response to 1NT opener is Stayman; 3♠ response to 1NT opener is Puppet Stayman
Transfers: 2♦ = 2♥, 2♥ = 2♠
2♠ = McKendrick (Balanced with 11HCP or transfer to a minor); 2NT = 12 HCP balanced

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

POINT RANGE	OPENING BID	MINIMUM LENGTH	CONVENTIONAL MEANING	SPECIAL RESPONSES
12-14	1NT		Stayman or Puppet Stayman (Note 10) Transfers to Majors 2♠ or 2NT = McKendrick (Note 3) Extended Stayman & Transfers (Note 4) 3♠ or 3♦ = ≥13 HCP and 6 cards 3♥ or 3♣ = ≥12 HCP and 6 cards	
10-20	1♠	4	Natural	1NT = 6 - 9 HCP if no available bid 2 over 1 change of suit = ≥ 10 HCP 2♥ over 1♠ = ≥ 5 cards
10-20	1♦	4	Natural	Jump shift = 13 - 27 HCP and 6 cards
10-20	1♥	4	Natural	Jacobey 2NT (Note 11) Splinter Bid
10-20	1♣	4	Natural	Inverted Minors if NV
20-21	2NT		Puppet Stayman (≥ 4 HCP) (Note 10) and Transfers to Majors	
≥17 22-24 or >24	2♠		Strong balanced or 9 Playing Tricks If 22-24 rebid 2NT if balanced If >24HCP rebid 3NT if balanced Usually game forcing	2♦ = Relay if 3 - 8 HCP 2♥ = Negative (< 3 HCP) 2NT = Balanced and >10 HCP Show suit >=9HCP with 5 cards and 2 honours
5-10	2♦ 2♥ 2♠	6	Ogust 2NT = strong response asking strength of opener's hand 3♠ = Weak Suit + Weak HCP 3♦ = Strong Suit + Weak HCP 3♥ = Weak Suit + Strong HCP 3♣ = Strong Suit + Strong HCP 3NT = AKQxxx	
4-10	3 bids	7	Pre-empt	Pass if weak and less than 3 card support
4-10	4 bids	8	Pre-empt	If strong, bid game in opener's suit or bid a new suit (forcing)

CARDING METHODS	PRIMARY METHOD
On Partner's lead or when discarding	Low to encourage/ Reverse attitude
When discarding on opponents lead	

Other Conventions:

Fourth Suit forcing (Note 6).
Unassuming cue bid: If partner overcalls, a bid of opponent's suit means at least 3 or 4 card support and ≥ 10 HCP.
Wriggle: Partner opens 1NT, opponents double - if ≥ 8 HCP leave in, however, if < 8 HCP, redouble and partner must respond 2♠. All other bids are transfers. If pass and partner redoubles, leave in if ≥ 8. If < 8, bid lowest possible 4 card suit until a 4/3 fit is found.
Checkback Stayman (Note 9)
Multi Landy (Note 7).
Stayman in doubt: 1NT - 2♠ - 2♥ or 2♠ - 3♦ shows a major fit and a 4-3-3-3 hand

SPECIAL USES OF DOUBLES:

Doubles up to 4♦ can mean negative double, take out double or 'bid again'
Doubles after game is for penalties
Double of 1NT opening and 1NT overcall = Penalties (≥ 16 HCP)
Partner opens 1NT and Opponents bid - Double if that was the bid you were going to make (Stolen bid).

DEFENSIVE BIDS				
OVER-CALLS	MEANING	OPPONENTS OPEN	DEFENSIVE METHODS	
Simple	≥ 5 card suit NV = 4/5 playing tricks V = 5/6 playing tricks	1NT	Multi Landy (Note 7)	
Jump	NV = 6 card suit, 5 - 10 HCP V = 6 card suit, 11 - 16 HCP	Weak 2	Opening points - Double for take out or bid own suit 2NT = 17 - 20 HCP, balanced and double stopper in suit bid	
1 NT	15 - 18 HCP - Balanced with a stopper in the suit bid Protective - After 2 passes 11-14 HCP			
Double	If ≥17 HCP, double first then bid a suit. If 19-21 HCP and balanced, double first then bid NT.	Weak 3	Opening points - Double for take out or bid own suit 3NT = 20+HCP, Balanced and double stopper in suit bid Non-leaping Michaels (Note 12) 4NT = At least 5/5 in the minors	
Cue Bid 2NT 3♠	Ghestern (Note 8)	Weak 3♥ or 3♠	Opening points = Double for take out	
		Weak 4 or MULT.TI		
ACTION AFTER OPPONENTS INTERVENE WITH				
Simple or Jump Overcall	Double	Take out	Bids	Natural F1
Double	Redouble 10 + HCP	New suit F1	Jump in New suit	
SLAM CONVENTIONS		MEANING OF RESPONSES		
Roman Keycard 1430	5NT	Asks for Kings	5♠ = 1 or 4; 5♦ = 3 or 0; 5♥ = 2 or 5-Q; 5♣ = 2 or 5 + Q Cue bid outside kings Action after interference: DOPI (double=0, pass=1, next step=2 etc)	
Jacoby 2NT			Note 11	
Splinter Bid				
Gerber 4♠			4♦ = 0 or 4; 4♥ = 1; 4♠ = 2; 4NT = 3	

LEADS				
OPENING LEADS	v suit contracts	4th, 3rd and 5th;	KQ10 QJx 10xxx xx	KJ10 10xx Hxxx xxxx
AK K109 109x Hxxx	AKx QJ10 987x Hxx			
OTHER LEADS	v NT contracts	4th, 3rd and 5th;	KQ10 QJx 987x xx	KJ10 10xx Hxxx xxxx
AK(x) K109 10xxx Hxxx	AJ10x QJ10 109x Hxxx			