

John & Self system Quick Checklist

- * 1 NT 15-17points * Responses to 1NT opening - Stayman & Transfers.
- * Typical responses 1NT, 2C, 2S, 3D (indicates 5D + 4H)
- * 1NT, 2 Spades (transfer to 3 Clubs)
- Jacoby 2NT & Support Doubles
- 2♣ strong bid 23+, responses (2D 0-3 points, 2H 4-6 points, 2S 7-9 points, 2NT 10+ points) * 2NT – 21/22 points * 2♦ - 19/20 points or 8 playing tricks
- * 2♥/♠ weak (6 cards with 6-10 points) * Ogust 2NT
- * 5 card majors * Club could be short with no 5 card major suit, Diamond will be at least 4
- * natural 2NT opposite 1♥/♠
- * Negative doubles
- * 4th suit forcing
- * **Slam Bidding** RKCB 3014,
- * T.O. dbl to show any opening hand
- * Unassuming Cue bid
- * Michaels Cue bid and unusual 2 NT (the lower two suits)
- * Defence to opposition weak 2 in majors is double then bid natural (best suit) NOT 2NT
- * Weak jump overcall
- * Weak jump shift – 1D, P, 2H or 2S (indicates 6 of suit with less than 10 points)
- * Systems on over partner's 1NT overcall (Stayman & transfers)
- * Systems on even when 1NT gets doubled
- * Systems off when 1NT gets overcalled
- * Stayman over 2NT and 2♣ - 2♦ - 2NT

Defence to 1NT by opposition:

Brozel

Signalling

1st Discard

- * Mckinney

On partner's lead:

- * High encourages

When declarer or dummy leads:

- * Standard count