

OPENING BIDS	Point Range	Min. Length	CONVENTIONAL MEANING	SPECIAL RESPONSES
1♣	10+	4		Splinters
1♦	10+	4		Splinters
1♥	10+	4		Jacoby Note 6, Splinters
1♠	10+	4		Jacoby Note 6, Splinters
1NT	12-14	n/a	Stayman, RST, Mckendrick Note 7, Gerber	
2♣	Ro25	5	23-24 or GF	
2♦	5-10	6	2NT F+Ogust note3	
2♥	5-10	6	2NT F+Ogust note3	
2♠	5-10	6	2NT F+Ogust note 3	
2NT	20-22	N/A	5c Puppet; Xfers; Gerber, 3S =5S 4H	
3 bids	5-10	6/7	Ro500	
4 bids	5+	7/8	Ro500	

	9+	6+, 4+cards	Forcing	Weak	10+, sup't
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DEFENSIVE BIDS			
OVER-CALLS	Meaning	OPPONENTS OPEN	Defensive Methods
Simple	5 card, 6+hcp NV, 10+V	Strong 1♣	One level o/calls, dble = strong jumps weak see note 1
Jump	Weak/wide ranging - Note 5	Weak 1NT	Mod. Pottage see note 2
Cue Bid	Michaels (5-9 or 16+)	Strong 1NT	Mod. Pottage see note 2
1 NT	Direct 15-18	Protective 11-14	Dble = T/O; 2NT 17-19
	Responses systems on		Dble = T/O
2NT	Direct UNT	Protective 20+	To 4H Dble = T/O
	Responses (natural weak, as 2NT opener if strong)		Dble = T/O; 2NT 17-19
ACTION AFTER OPPONENTS INTERVENE WITH			
Simple Overcall		Double 8+HCP T/O	Bids: Cue = value raise change of suit Forcing
Jump Overcall		Double T/O	Bids competitive
Double	Redouble	New suit	Jump in new suit
			Jump raise
			2NT

SPECIAL USES OF DOUBLES:	(normally doubles are for take out)
Penalty doubles are as stated below	
Double of INT	(2nd dbl by either partner = takeout)
Dble of INT overcall and all later dbles	
After a penalty redbl, later dbles are PEN	
Double when partner has opened a weak2	or other pre-empts
3rd dbl by the partnership	
Doubles of artificial bids are lead directing	(except where stated elsewhere, see Note 1)

Exceptions to above	Lead directing where switch is indicated
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SLAM CONVENTIONS	Meaning of Responses	Action over interference
Name:	1430 [52, 2+Q]	DOPI/ROPI
RKCB	5NT asks for lowest King below rank of asking suit	
Gerber	40-1-2-3 /then no of kings	DOPI/ROPI

Other Conventions:

UCB (cue) is strong fit – continuations then Jacoby style

DABs (cue) show values, tolerance for partners overcall and ask for a stop in opps opener

4TH SUIT FORCING; long suit **trial Bids**

Wriggle following dble of our 1NT [see note 4]

Transfer Breaks [see note 8]

Checkback Stayman over 1NT rebid **Lebensohl over our double of weak 2s ????**

OPENING LEADS	v suit contracts	4th, 3rd and 5th;			
<div> <div>Attach Red Spot, or hatch over, if using non-standard leads</div> </div>	<u>AK</u>	<u>AK</u> x	<u>KQ</u> 10	<u>KQ</u> x	<u>KJ</u> 10
	<u>K10</u> 9	<u>QJ</u> 10	<u>QJ</u> x	<u>J</u> 10x	10x <u>x</u>
	<u>10</u> 9x	<u>9</u> 87x	10xx <u>x</u>	Hxx <u>x</u> x	Hxx <u>x</u> xx
	Hxx <u>x</u>	Hx <u>x</u>	<u>X</u> x	x <u>x</u> x	x <u>x</u> xx
Other leads:	v NT contracts	4th, 3rd and 5th;			
	<u>A</u> Kx(x)	<u>AJ</u> 10x	<u>KQ</u> 10	<u>KQ</u> x	<u>KJ</u> 10
	<u>K10</u> 9	<u>QJ</u> 10	<u>QJ</u> x	<u>J</u> 10x	10x <u>x</u>
	10xx <u>x</u>	<u>10</u> 9x	<u>9</u> 87x	Hx <u>x</u>	Hxx <u>x</u> xx
	Hxx <u>x</u> x	Hxx <u>x</u>	<u>x</u> x	x <u>x</u> x	x <u>x</u> xx
(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	Reverse Attitude
On Declarer's lead	Normal Count [most logical card if count inapplicable]
When Discarding	Mckenney initially [least damaging discard, possibly normal count]

SUPPLEMENTARY DETAILS

(Please cross reference to appropriate part of card)

Note1 : Defence to strong club, polish club or club opener with transfer responses
1D/1H/1S natural, opening points 5+cards; 1NT 11+ HCP 5+Clubs in 2nd; 5-9 6+ Clubs under strong hand // 2C = both majors (5-9 or 16+); 2D/H/S weak 6+ card [range of 2 level bids 5-11], higher bids weak and shapely // immediate double (of 1 club or 1C-1D[puppet] is 14+ [but may be shaded over 1Club with transfer responses])

Note 2 : Modified Pottage defence to 1NT
2C = MAJORS; 2D = Single suited [puppet 2H response]
2H/S two suited [named suit and a minor] then 2NT is strong ask forcing to game or 4 of minor, three clubs is weak ask (pass or correct)

Note 3: Ogust [3D = good suit]

Note 4: Wriggle **when 1 NT opener is doubled**
Pass = 4333 or strong enough to expect 1 NX to make
Redbl = any single-suited hand. Opener puppets to 2 clubs pass/convert
2any = 4cards with another higher-ranking 4card suit
With a doubleton in the bid suit opener removes to the next higher suit

Note 5: jump overcalls show 6 card suit; range 5-9 NV 6-10 VUL
BUT wide ranging and possibly very weak if partner is a passed hand, 0-15 NV, 6-15 VUL

Note 6: Jacoby 2NT = 13+, 4+ card support agreeing partners Major, GF. Responses 4M weak; 3M 16+; 3NT 14-15; Other 3 level bids show shortage, Other 4 level bids show good second suit.
Direct raises to game are based on superfits or two suited hands with a 4+ fit in range 5-9 or with a fit in a hand unsuitable to splinter (10+ with singleton or void)

Note 7 McKendrick
1NT-2spades shows either 11 HCP or a minor
Opener bids 2NT if weak [12 or poor 13] or 3C if strong [14 or a good 13]
Responder will pass or correct [to 3D] if weak or with 11 points bid 3NT or show a stop (forcing to game or 4 of a minor)

Note 8: Transfer Breaks (over 1NT)
All bids below show 4+ card support.
2NT also shows maximum values (14 or good 13) and denies a small doubleton
3M shows 4 card support no feature
Change of suit shows small doubleton in that suit (11-14)
Over 2NT opener, transfer response can be super accept in nominated suit

Note 9: Following 2 minor over one level opener, 2NT is wide ranging 15-19
2clubs enquires, responses: 3D 15-16,
3NT or lower of three card support, 4 card major, 17-19



Name: Geoff Bailey.....

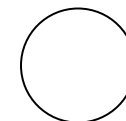
Partner: Rose Simpson 13193 Roses24.....

S.B.U. NO. 17019 geodesy

GENERAL DESCRIPTION OF SYSTEM

Attach
or hatch
over

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



4 Card majors, 3 weak twos,

Style of leads, signals, discards:-

4th highest, reverse Att. , normal Count, McKenney

ASPECTS OF SYSTEM WHICH OPONENTS SHOULD NOTE

Following a two over one sequence 2NT can be wide ranging (15-19)

STRENGTH OF 1NT OPENERS: 12-14, 11-14 in 4th or in 3rd NV

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.