

OPENIG BIDS	Point Range	Min. Length	CONVENTIONAL MEANING	SPECIAL RESPONSES
1♣	10+	At least 3		1N = 6 – 10, or with clubs Limit Raises, denies major - wk jump shifts (at least 6)
1♦	10+	At least 3		1N = 6 – 10, or with diamonds Limit raises denies major -wk jump shifts (at least 6)
1♥	10+	5		Bergen Raises Jacoby 2NT See note 5
1♠	10+	5		As ♥
1NT	15-17	2		2♣= stayman, , Full Transfers, See note 1 Gerber, Quant Raises.
2♣		GF		2♦ relay, 2♥ <2, Over 2N rebid by opener sys on 2nt rebid 24+
2♦			8PTs or 22-23NT	2H relay , Over 2NT rebid by opener system on
2♥	5 – 9	6		2NT enquiry OGUST
2♠	5 - 9	6		2NT enquiry OGUST
2NT	20-22			5 card Puppet Stayman, Transfers, Gerber, Quant Raises, 3S= 5/4 in Spades / Hearts
3 bids	3 - 9	7		
4 bids	8+	8		

DEFENSIVE BIDS			
OVERCALLS	Meaning	OPPOSITE	Defensive Methods
Simple	5 - 15 NF	Strong 1♣	Truscott
Jump	6 cards Weak	Weak 1NT	Double, Landy See note 3

Cue Bid	Michaels See Note 2	Strong 1NT	Double, Landy See note 3
1 NT	Direct Protective 15 – 17 14	Weak 2	X= TO 13-16 , NT 17-21, CB = GF
	Responses Stayman and Transfers	Weak 3	X = T/O, NT = Play, Cue bid =GF (2 suiter)
2NT	Direct Protective 20 -22 UNT Sys On	4 bids	X - opt
		MULTI	As Weak 2

ACTION AFTER OPPONENTS INTERVENE WITH

Simple Overcall		Double	T/O to 3S	Bids	Natural/UCB
Jump Overcall		Double	T/O to 3S	Bids	Natural
Double	Redouble	New suit	Jump in new suit	Jump raise	2NT
	9+HCP Penalty Int.	Nat F1	Natural & Strong with Fit	Pre Empt	Nat raise to 3

SPECIAL USES OF DOUBLES:

Take out up to and including 4D:
Lead Directing

AKx(x)	AJ10x	KQ10	KQx	KJ10
K109	QJ10	QJx	J10x	10xx
10xx	109x	987x	Hxx	Hxxx
Hxxx	Hxx	xx	xx	xxx

(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, Suit Pref, Count(normal).
On Declarer's lead	Reverse attitude, Suit Pref, Count (normal)
When Discarding	Reverse attitude, Suit Pref, Count (normal)
Exceptions to above	May lead from 2/3 Major to a 1NT-3NT Auction, if nothing more suitable

SLAM CONVENTIONS	Meaning of Responses	Action over interference
Name: RKCB	0 or 3, 1 or 4, 2/5 Without Q, 2/5 with Q.	DOPI / ROPI
Cue Bids	1 st or 2 nd round control	

Cue Bids – Bid 1st or 2nd round controls

Other Conventions:

CHECKBACK(see note 6)

Gambling 3N- denies outside Ace, 4C pass/correct 4D asks for singleton / void

OPENING LEADS	v suit contract s	4 th , 3rd and 5th;	4 th		
Attach Red Spot, or hatch over, if using non-standard leads	AK K109 109x HxxX	AKx QJ10 987x Hxx	KQ10 QJx 10xxX xx	KQx J10x HxxXx xxX	KJ10 10xx HxxXxx xxXx
	Other leads: Ace Queen for Attitude, King for count	v NT contract s	4 th , 3rd and 5th;	4 th	

SUPPLEMENTARY DETAILS (Please cross reference to appropriate part of card)

Note 1 1NT Opener 15-17

2C= Stayman
2D & 2H Transfer to the majors
2S Transfer to C
2NT Transfer to D
3H & 3S Slam try in that suit
4C & 4D Slam try in that suit
4NT= Quantative

Transfers can be broken with 4 card support - to a doubleton, or 2NT to show 15-16, or 3M to show 16-17, or 3 to an honour when breaking to the minors

Note 2*

MICHAELS:

CB over major = other major and a minor, CB over Minor = both majors

Note 3*

Defence to Opponents opening 1NT :

Over opps 1NT:

2C = both majors (respond 2D with equal Ms) ; 2D =single suited major forces 2H response
2H = hearts and minor ; 2S = spades and minor ; 2NT = big 2 suiter or 5-5 minors

Note 4*

TRIAL BIDS:

After 1♥ 2♥ a bid of a new suit asks for help in that suit.

After 1♥ 3♥ a bid of a new suit is a cue bid

Note 5*

Bergen Raises

3C = 6-9 & 4 card support

3D = 10-12 & 4 card support

3S/3H = 0-5 & 4 card support

Over 1H -2S = 3 card support and 10/11HCP

Over 1S - 3H = 3 card support and 10-11 HCP

2NT = 13+ Game going hand with slam interest if stronger and 4 card support

Note 6*

CHECKBACK STAYMAN

After a 1x-1y-1NT checkback applies ie 2C game forcing enquiring about

Major suit holdings

After 1x-1y-2NT checkback applies ie 3C asks about majors

OGUST

3C = poor points and suit

2 cards from AKQ is a good suit

3D = poor points good suit

1 card from AKQ is a poor suit

3H = good points poor suit

3S = good points good suit

3NT = AKQ

Name: Rose Simpson 13194

BBO name Roses24

Partner: June Morrison 10245

BBO Name Junemo

GENERAL DESCRIPTION OF SYSTEM

Bidding Methods:- Reverse Benji Acoll 15-17NT

5 card majors, better minor

Style of leads, signals, discards:- Standard Leads,

Reverse attitude discards

ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE

Jump overcalls - weak 5-10

STRENGTH OF 1NT OPENERS: 15-17

2♣ RESPONSE TO 1NT OPENER IS: Non-Promisory Stayman

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