

OPENING BIDS	Point Range	Min. Length	CONVENTIONAL MEANING	SPECIAL RESPONSES
1♣	10-20	3		Limit raises 1NT response = 6-9 2over1 change of suit = 9+ 2NT response = Jacoby -Note 2 3NT response = 12-15 balanced
1♦	10-20	4		
1♥	10-20	4		
1♠	10-20	5		
1NT	12-14		2+ cards in all suits	Stayman , 4-suit transfers (Note 7)
2♣	18+		GF unless the rebid is 2NT (23-24)	2D = relay, 2H/2S shows 5 and 2/3 honours
2♦/♥/♠	5-9	6(5)		CoS F1, 2NT enquiry for high card feature if non-min
2NT	20-22			5-cd puppet Stayman , M xfers 3S = minor suit stayman (5/5)
3 bids	4-11	7(6)	pre-emptive – 6/7 playing tricks, 3NT= solid minor	
4 bids	4-11	8	pre-emptive 7/8 playing tricks	

	10+ penalty interest	NAT, F1	Fit jump (passed hand)	Pre-emptive to level of fit	10+ points Good raise
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DEFENSIVE BIDS					
OVER-CALLS	Meaning		OPPONENTS OPEN	Defensive Methods	
Simple	7-17 pts, 5+ cards, good suit		Strong 1♣	NAT	
Jump	Weak – 6-9 points, 6cd suit		Weak 1NT	Multi-Landy (Note 6), Dbl = pen	
Cue Bid	Michaels (Wk or Strong)		Strong 1NT	Multi-Landy (Note 6, Dbl = pen	
1 NT	Direct	Protective	Weak 2	Dbl = T/O, 2NT = 17-19 HCP, Cue = stop ask for NT	
	15-18	11-14			
	Responses as opening 1NT		Weak 3	Dbl = T/O, 3NT to play	
2NT	Direct	Protective	4 bids	Dbl – T/O over 4♣♦/♥, penalty over 4S, 4NT = 2 places to play, Others NAT	
	Unusual (Wk or Strg)	20-22			
	Responses as opening 2NT		MULTI		
ACTION AFTER OPPONENTS INTERVENE WITH					
Simple Overcall		Double	Negative to 3S	Bids	NAT, F1 cue bids
Jump Overcall		Double	Negative to 3S	Bids	NAT, F1 cue bids
Double	Redouble	New suit	Jump in new suit	Jump raise	2NT

## SPECIAL USES OF DOUBLES:

Negative doubles through 3S      Double of a conventional bid shows that suit  
 Penalty doubles of all opps NT bids      Double then bid a suit is strong 18+

SLAM CONVENTIONS	Meaning of Responses	Action over interference
Name: RKCB	5C = 1 or 4 key cards, 5D = 0 or 3 key cards 5H = 2 no trump Q, 5S = 2 + trump Q 5NT + 2 + void  5NT = K ask – bid lowest K with 2 Ks bid 6NT	
4C = Gerber over opening 1NT and /2NT	4D= 0/4, 4H = 1, 4S = 2, 4NT = 3	

Other Conventions: UCBs, Splinters (10-14), Michaels (Note 5), Checkback Stayman over 1/ 2NT rebids (Note 3), 4<sup>th</sup> Suit Forcing (2-level to 2NT, 3-level to game)  
 Long suit trial bids,  
 Lebensohl - Slow shows a stop after we double opps weak 2  
 - Fast shows a stop if they intervene over our weak NT  
 After 1NT [X] XX = unspecified 5-card suit, a bid is lower of 2 4-card suits

OPENING LEADS	v suit contracts	4th, 3rd and 5th;	.....	.....	.....
	AK	AKx	KQ10	KQx	KJ10
	K109	QJ10	QJx	J10x	10xx
Other leads:	109x	987x	10xxx	Hxxx	Hxxx
	Hxxx	Hxx	xx	xxx	xxx
	v NT contracts	4th, 3rd and 5th;	.....	.....	.....
	AKx(x)	AJ10x	KQ10	KQx	KJ10
	K109	QJ10	QJx	J10x	10xx
	10xxx	109x	987x	Hxx	Hxxx
	Hxxx	Hxxx	xx	xxx	xxx

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

## SUPPLEMENTARY DETAILS

(Please cross reference to appropriate part of card)

**Note 1** 1x – 1y - 1NT = 15-17      1x – 1y - 2NT = 18-19      1x – 2y – 2NT = 15-19

**Note 2** 1x – 2NT      Jacoby – 16+ points with 4 card support  
 Opener now bids as follows :  
 3y = shortage  
 3x = maximum – likely 6 cards  
 3NT = 15-17 balanced  
 4y = good second 5-card suit  
 4x = minimum  
 1x – 3NT      12- 15+ points with 4 card support likely 4-3-3-3

**Note 3** Checkback - invitational or better – opener bids H before S  
 1m - 1H      1m - 1S  
 1NT - 2C      1NT - 2C  
 2D = not 3 hearts and not 4 spades      2D = not 3 spades and not 4 hearts  
 2H = 3 hearts, may have 4 spades      2H = 4 hearts, may have 3 spades  
 2S = 4 spades, DENIES 3 hearts      2S = 3 spades, DENIES 4 hearts  
  
 1H - 1S  
 1NT - 2C  
 2D = not 5 hearts and not 3 spades  
 2H = 5 hearts, may have 3 spades  
 2S = 3 spades, DENIES 5 hearts

**Note 4** 2D/H/S – 2NT is an enquiry for a high card feature (A/K)  
 Responses : 3x = A or K in the suit, non-min  
 Repeat of suit = no feature and/or minimum  
 3NT = AKQ of opened suit

**Note 5** Michaels Cue bid 1m – 2m = both majors  
 (6-10, or 15+) 1M – 2M = other major and a minor,  
 2NT asks for the minor

**Note 6** Multi Landy 2C = both majors, 2D from responder shows equal length  
 2D = 6-card major, 2H is pass/correct  
 2H = 5 hearts and 4+ minor, 2NT enquiry  
 2S = 5 spades and 4+ minor, 2NT enquiry

**Note 7** Breaks of xfers to Majors 3M = 4 cards and min, 2NT = 4 cards and max  
 Breaks of xfers to Minors Intervening bid shows Hxx

CARDING METHODS	Describe Primary method. State alternative in brackets.
On Partner's lead	Ace/Queen for Reverse attitude (low encourages, high discourages), King for count (HELO)
On Declarer's lead	Normal count (high-low = even number)
When Discarding	1 <sup>st</sup> discard = Reverse Attitude
Exceptions to above	



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Partner: assorted

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### GENERAL DESCRIPTION OF SYSTEM

Weak NT, Weak 2s in 3 suits

Style of leads, signals, discards:-

4<sup>th</sup> from a good suit, 2<sup>nd</sup> from a poor suit, top of sequence

Ace/Queen asks for reverse attitude, King asks for count

Count on declarer's lead

1<sup>st</sup> discard is Reverse Attitude

Strong jump shifts



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### ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE

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STRENGTH OF 1NT OPENERS: 12-14

2♣ RESPONSE TO 1NT OPENER IS: Stayman (non-promissory)

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