

## KATE & ALAN

### SYSTEMS & CONVENTIONS

#### SYSTEMS, OVERCALLS, LEADS, SIGNALS, DISCARDS

##### Systems

- "Weak NT & Reverse Benji"

1NT opener = balanced 12-14 hcp.

1 of suit opener = 11+ hcp, no more than 7 losers, and a rebid (MUST HAVE ALL 3)

1NT rebid after 1 on 1 = 15-17 hcp

2NT rebid after 2 on 1 = 15-19 hcp

2NT rebid after 1 on 1 = 18-19 hcp

2NT opener = 20-21 hcp. Can open with a singleton but has to be A or K.

2D opener = 18+ hcp, 6 card 1 loser suit, 2 outside defensive tricks. No more than 5 losers

2H response = waiting, denies biddable 5 card suit.

2NT/2Sp/3Cl/3D = 5 card suit; any A or K, or 2KQs, or 3Ks; suit headed by A or K from any of these combinations

2NT rebid = 22-23 hcp balanced

2Cl opener = 20+ hcp, 4/3 loser hand, unspecified 5 card suit.

2H response - weak, 0-4hcp, no A

2D response - weak(ish)/waiting, at least 5+hcp or an A

2NT rebid = 24-26 hcp

3NT rebid = 27+hcp

2Cl opened and overcalled

PASS = 2H relay (weak, 0-4 hcp, no A)

DBLE = 2D relay (weak(ish), 5 hcp OR A

##### Overcalls

- 5+ card suit with honours that partner can lead up to
- jump overcalls are always WEAK
- suit raises after overcalls are WEAK to level of FIT
- cue bids after overcalls show FIT and values for GAME
- overcalls at 2 level show OPENING VALUES
- DOUBLES after overcalls are for TAKEOUT or to show a very strong hand.

##### Honour Leads

- Honour -- vs NT, 3 card sequence, solid or broken)
  - vs suit, 2 touching face cards
- Ace. - Usually promises K (unless from shortage vs suit)
  - vs NT, not A from short suit
  - vs suit, NEVER underlead A
  - vs NT, OK to underlead if no sequence (lead 4th best)
  - partner MUST give ATTITUDE
- King
  - K lead does not deny A
  - vs NT, instructs partner to UNBLOCK any honour
  - vs suit, partner MUST give COUNT

- Queen - -
  - from a sequence, promising K and/or J partner gives ATTITUDE
- Jack -
  - denies a higher honour; may be from a sequence
- 10
  - with 1/2 higher cards (strong 10s); or 10 x; 10 bare

### **No Honour Leads**

- "2nd & 4th"
- 4th. - signals honour in suit
  - MUST not lead 4th from 10 x x x
  - partner should try to win trick
- 2nd - denies honour
  - lead is 2nd highest
  - partner should try to win trick
- 3x suit - without honour, lead middle/up/down (MUD) vs NT & suit - AVOID if lead looks like 4th from honour
- Doubleton - higher card first.

NB - notwithstanding all normal practice for leads, if partner has bid a suit (or doubled an opponent's conventional bid), then the lead will most often be the suit and could be an unsupported honour)

### **Signals**

- leads
  - "REVERSE ATTITUDE" - LOW card to ENCOURAGE
  - HIGH card to DISCOURAGE

### **Discards**

- "McKenney" - HIGH card - higher of the other two suits
  - LOW card. - lower of the other two suits

### **CONVENTIONS**

- Transfers to majors/Promissory Stayman Checkback Stayman
- Puppet Stayman
- Crowhurst
- Wriggle
- Unusual 2NT
- Michaels
- Unassuming Cue Bid
- Splinters
- Roman Key Card Blackwood - 14/30
- Baron 2NT and 3NT
- 4th Suit Forcing (at 2 level forcing for one round; at 3 level to game)