| OPENING<br>BIDS | Point<br>Range | Min.<br>Length | CONVENTIONAL<br>MEANING              | SPECIAL<br>RESPONSES |
|-----------------|----------------|----------------|--------------------------------------|----------------------|
| 1.*             | 12+            | 3              |                                      |                      |
| 1♦              | 12+            | 3              |                                      |                      |
| 1♥              | 12+            | 5              |                                      |                      |
| 1♠              | 12+            | 5              |                                      |                      |
| 1NT             | 12-14          |                |                                      |                      |
| 2*              | 23+            |                |                                      |                      |
| 2♦              |                |                | 8 playing tricks in unspecified suit |                      |
| 2♥              | 6-10           | 6              |                                      |                      |
| 2♠              | 6-10           | 6              |                                      |                      |
| 2NT             | 20-22          |                |                                      |                      |
| 3 bids          | -12            | 7              |                                      |                      |
| 4 bids          |                | 8              |                                      |                      |

|                |              | DEFENSIVE BIDS    |                   |
|----------------|--------------|-------------------|-------------------|
| OVER-<br>CALLS | Meaning      | OPPONENTS<br>OPEN | Defensive Methods |
| Simple         | weak         | Strong 1♣         |                   |
| Jump           | Long suit    | Weak 1NT          | aspro             |
| Cue Bid        | 2 suited     | Strong 1NT        | aspro             |
| 1 NT           | Direct 15-16 | Protective Weak 2 | Double 15+        |
|                | Responses    | Weak 3            | Double 15+        |
| 2NT            | Direct I     | Protective 4 bids |                   |
|                | Responses    | MULTI             | Double15+         |

## ACTION AFTER OPPONENTS INTERVENE WITH Simple Overcall Double Bids Jump Overcall Double Bids Double Redouble New suit \* Jump in new suit Jump raise \* 2NT \*

| SPECIAL USES OF DOUBLES: |  |  |
|--------------------------|--|--|
| Negative doubles         |  |  |
|                          |  |  |
|                          |  |  |
|                          |  |  |
|                          |  |  |

| SLAM CONVENTIONS  | Meaning of Responses               | Action over interference |
|-------------------|------------------------------------|--------------------------|
| Name:<br>2C OR 2D | Suit bid showing Ace<br>3nt 2 Aces |                          |
| gerber            | standard                           |                          |

Other Conventions: stayman and transfers

| OPENING LEADS  | v suit contracts  |                                 | 4th, 3rd an  | id 5 | th;  |  |  |   |  |    |
|--|---|---------------------------------|--|------|--|--|--|---|--|----|
| Attach Red Spot<br>or hatch over,<br>if using non-<br>standard leads | A <u>K Ace</u><br>K <u>10</u> 9<br><u>10</u> 9x<br>Hxx <u>x</u> | — <u>Q</u> J10<br>9 <u>8</u> 7x |  |      | <u>K</u> Q10King<br><u>Q</u> Jx<br>10xx <u>x</u><br><u>x</u> x |  | KQx King<br>J10x<br>Hxx <u>x</u> x<br>x <u>x</u> x |   | K <u>J</u> 10 Jack<br>10x <u>x</u><br>Hxx <u>x</u> xx<br>x <u>x</u> xx |    |
| Other leads:   | v NT contracts  |                                 | 4th, 3rd an  | id 5 | th;  |  |  |   |  |    |
|  | AKx ace<br>K109<br>10xxx<br>Hxxxx                               | !                               | A <u>J</u> 10x<br>QJ10 queen<br><u>10</u> 9x<br>Hxx <u>x</u> |      |  | <u>K</u> Q10 kir<br><u>Q</u> Jx<br>9 <u>8</u> 7x<br><u>x</u> x | ıg   | KQx king<br>J10x<br>Hx <u>x</u><br>x <u>x</u> x | K <u>J</u> 10<br>10x <u>x</u><br>Hxx <u>x</u> ;<br>x<br>x <u>x</u> xx  | ΣX |
| (In all the card combination   | ns shown , circle the care                                      | d noi                           | rmally lead if diff  | eren | t from s   | standard i.e.  | underli  | ned card)                                       |  |    |

| CARDING METHODS     | Describe Primary method. State alternative in brackets. |
|---------------------|---|
| On Partner's lead   | High encourage  |
| On Declarer's lead  | High encourage  |
| When Discarding     | Mckennie  |
| Exceptions to above |   |

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

| SCOTTISH STORY |
|----------------|
|                |

| Name: Martin Hunter   |
|-----------------------|
| Partner: Lorna Hunter |
| S.B.U. NO. 507840     |

## **GENERAL DESCRIPTION OF SYSTEM**

Bidding Methods:- Weak NT Reverse Benji

Style of leads, signals, discards:- Standard

## ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE

STRENGTH OF 1NT OPENERS: 12-14

2. RESPONSE TO 1NT OPENER IS: shows clubs and hearts

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