

OPENING BIDS	Point Range	Min. Length	CONVENTIONAL MEANING	SPECIAL RESPONSES
1♣	10-19	3	Natural but denying a five card major.	Inverted raises. Direct raise in minor pre-emptive in principle Jump to 2 of a M weak 0-4 6+ suit.
1♦	10-19	3	Natural but denying a five card major	Inverted raises. Direct raise in minor pre-emptive in principle. Jump to 2 of a M weak 0-4 6+ suit.
1♥	10-19	5	Direct raises pre-emptive	Bergen Raises See Note 1 Drury response See Note 2 Jacoby see Note 3 Splinters
1♠	10-19	5	As per 1 heart responses above.	
1NT	15-17	Bal	Could hold five card major or 6 card minor.	4 suit transfer See Note 4 5 Card Puppet Stayman Note 5 If X see Note 7
2♣	Strong	0	23+bal or distributional game force	Control step responses Note 6
2♦	5-11 5/5 M	5	5-11 HCP	2NT asks
2♥	5-11 Weak	6	5-11 HCP	2NT asks
2♠	5-11 Weak	6	5-11 HCP	2NT asks
2NT	20-22	Bal		Barron & 4 suit transfers
3 bids	6-11	6	Pre-empt	Nat
4 bids	10+	Rule of 500	N/a	RKCB

DEFENSIVE BIDS					
OVER-CALLS	Meaning		OPPONENTS OPEN	Defensive Methods	
Simple	8-15 can be 4 card suit		Strong 1♣	See Note 8	
Jump	7-11 six card plus suit		Weak 1NT	Multi - Landy	
Cue Bid	Michaels		Strong 1NT	Multi – Landy	
1 NT	Direct 15-18      Protective 12-16		Weak 2	1NT – 16-19 otherwise natural & Michaels	
	Responses As per 1NT opening		Weak 3	Over m X take out Over M 3N take out X Pen.	
2NT	Direct – Michaels Protective - Michaels		4 bids		
			MULTI		
ACTION AFTER OPPONENTS INTERVENE WITH					
Simple Overcall		Double Negative			

## SPECIAL USES OF DOUBLES:

Support Doubles  
Negative Doubles  
Protective Doubles

<u>A</u> Kx(x)	A <u>J</u> 10x	<u>K</u> Q10	<u>K</u> Qx	K <u>J</u> 10
K <u>10</u> 9	<u>Q</u> J10	<u>Q</u> Jx	<u>J</u> 10x	10x <u>X</u>
10xx <u>X</u>	<u>10</u> 9x	9 <u>8</u> 7x	Hx <u>X</u>	Hxx <u>X</u>
Hxx <u>X</u> x	Hxx <u>X</u>	<u>X</u> x	x <u>X</u> x	xx
				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	K asks for count otherwise inverted attitude
On Declarer's lead	Count
When Discarding	Revolving discards
Exceptions to above	

SLAM CONVENTIONS	Meaning of Responses	Action over interference
RKCB Cue bids Splinters	1/4,0/3, 2 without, 2 with	DOPI & ROPI

Other Conventions:

OPENING LEADS	v suit contracts	4th, 3rd and 5th; .....
Attach Red Spot, or hatch over, if using non-standard leads	AK K <u>10</u> 9 <u>10</u> 9x Hxx <u>X</u>	A <u>K</u> x <u>Q</u> J10 9 <u>8</u> 7x Hx <u>X</u> <u>K</u> Q10 <u>Q</u> Jx 10xx <u>X</u> <u>X</u> x <u>K</u> Qx <u>J</u> 10x Hxx <u>X</u> x xx <u>X</u> K <u>J</u> 10 10x <u>X</u> Hxx <u>X</u> xx xx <u>X</u> x
Other leads:	v NT contracts	4th, 3rd and 5th; .....

## SUPPLEMENTARY DETAILS

(Please cross reference to appropriate part of card)

Note 1 – Bergen raise after 1M opening. 3C 4 of M 10-12HCP or 3D with 4 of M 7-9HCP.

Note 2 – Drury after opening 1M in 3<sup>rd</sup> or 4<sup>th</sup> place 2C max pass 3 of major, 2D max pass 4 of major.

Note 3 – Jacoby raises to 1M – 2NT 13+ HCP with support in M. Cue bid of overcall also Jacoby.

Note 4 – Transfers over 1/2NT – 2D/2H majors. 2S to C, 2NT – D. attitude responses.

Note 5 – 5 Card Puppet – 2D from opener denies 5 card M. 2H from responder is 4 x S does not deny H, 2 S from opener shows H. 2S from responder shows 4 x S and denies H.

Note 6 – Control responses after 2 C opening. K = 1, A = 2. 2D = 0/1, 2D = 1 etc.

Note 7 – Defence to 1 NT X - XX = 5 card suit, 2C = C & Higher 4/4, 2D = D & Higher 4/4,  
2H = H & S.

Note 8 – Defence over strong C. X = Clubs, H or S Natural, 1NT – majors, 2NT – minors

2C = black suits, 2D = red suits, 2H = H & C, 2S = S & D



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## GENERAL DESCRIPTION OF SYSTEM

Bidding Methods:- 15-17NT, 5 card majors better minor (min of 3)

Style of leads, signals, discards:- Natural leads, inverted attitude, normal count and revolving discards.

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## ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE

**2/1 Game force.**

**1NT response to 1M Opening forcing for one round**

**Bergen Raises**

**Drury**

**RKCB – 1/4, 0/3.**

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STRENGTH OF 1NT OPENERS: 15-17

2♣ RESPONSE TO 1NT OPENER IS: 5 Card Puppet Stayman

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