

OPENING	Points	Min.	MEANING	SPECIAL RESPONSES
1 ♣/♦	11 - 21	3	Better Minor	Inverted Minors – unbal no 4cd major 1C/1D - 2C/2D = 10+pts and 5+ cards 1C/1D - 3C/3D = 3-9 pts and 5+ cards 1NT = 6-9 pts and no 4 card major
1 ♥/♠	11 - 21	5	Natural Opener's reply:	Limit raises: 2=5-9, 3=10-12, 4=punt 2NT Jacoby GF 13+ pts with support Reply 4=11-14, 3=15-18, 3NT=19-21 New suit bid - 3=shortage 4=2 nd suit
1NT	15 - 17		Balanced	2C Stayman, Tx to majors only (Use Stay if weak. Use Tx if strong) 2NT invites to game 2S = Tx to Minors (6 cards) P or C 3C GF Puppet Stayman 4NT & 5NT are quantitative
2♣	Strong	0	Game force except with 2NT rebid	2D = <10Pts. 2 H/S = 5+cards >5 pts. 2NT with 10+ pts balanced. 3NT with 6-9 pts balanced.
2 ♦♥♠	5 - 11	6	Pre-empt	2NT = 15+ Ogust – (Pts before suit).
2NT	20 - 22		Balanced	3C Stayman (Hearts first with both) 3S = 5 Spades and 4 Hearts Transfer to Majors only (5+cards) 4D/4H = Transfer to game (no slam) 4NT & 5NT are quantitative
3NT				Long/Strong minor (Max Q outside) 4C reply says pass or correct to 4D
3 / 4 bids	5 - 11	7 / 8	Pre-empt	

DEFENSIVE BIDS

O/CALLS	Meaning	OPPOS OPEN	Defensive Methods
Simple	8 - 15 pts (5+cards) 12+ at 2 level	Strong 1♣	Dbl=Majors, 1NT=Minors Wk jump shift, others = 13pts
Jump	5- 9 pts (6+cards)	1NT (All strengths)	Simple Landy – 2C = majors 2D/2H/2S = Natural overcall
1 NT	15 - 17 pts Responses: Stayman and Transfer to Majors	Weak 2	Dbl=T/O 13+ shortage Bid suit = 10+pts and 5+cards 2NT = 16+pts and v.good stop

2 NT over 1of suit	Unusual 2NT shows two lowest un-bid suits (Can be weak or strong)	Multi 2D	Natural overcall - unbalanced Dbl = balanced 13-15 2NT = balanced 16-19
Cue Bid opp's suit Michael's	1C/2C or 1D/2D = Majors 1H/2H = Spades + Minor 1S/2S = Hearts + Minor (Ptnr bids NT deny your Major asking for Minor)	Weak 3	Optional double. 3NT to play. Over 3H, 4H=spades+a minor 4NT=both minors Over 3S, 4S=both minors
		4 Minor 4 Major	Double for Major Double Major for penalties 4NT over Major = 2 places

ACTION AFTER OPPONENTS INTERVENE WITH		
Simple or Jump overcall	Double to show other 2 suits Unassuming Cue Bid = 1 round force	
Double of 1NT -	Redouble = C, C = D, D = H, H = S	Transfer escape May be 4 card suit
Take out Double	New suit is forcing for 1 round. RDBL = 10 pts. 2NT = Limit raise. Jump raise = Weak Jump shift = Weak (-6pts + 6 cards)	

SPECIAL USES OF DOUBLES:
Usually T/O below game - can be converted to penalty over 1NT
Usually for penalty at game level - except during slam enquiry
Lead directing above game

SLAM CONVENTIONS	Meaning of Responses	Action over interference
4NT RKCB (1430) 5NT shows all KC held and asks for lowest non-trump king. Bid 6 of trump suit if no king.	C = 1/4 D = 3/0 H = 2/5 without Q S = 2/5 with Q	Double = 1 or 4 Pass = 0 or 3 or 5 1st Lowest suit = 2 without Q 2nd Lowest suit = 2 with Q
Gerber directly over a NT open - 4C / 4NT	D = 0/4 H = 1 S = 2 NT = 3	Double = 0 Pass = 1 1st Lowest suit = 2 2nd Lowest suit = 3 3rd Lowest suit = 4

Other Conventions:

Rule of 20 used for marginal opening bids. Rule of 15 in 4th seat.

4th suit forcing for 1 round.

Splinters (Double jump) showing void/singleton + good support + forcing to game + slam interest.

OPENING LEADS	v suit contracts		
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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 Hxxx xxx	10xx Hxxx xxxx
OPENING LEADS	v NT contracts	4th of 4+card suit with Hon 2nd of 4+card suit w/o Hon			
CARDING METHODS	Describe Primary method. State alternative in brackets.				
On Partner's lead	Reverse attitude: High = Hate - Low = Like Standard count on partners lead of a King: High = Even - Low = Odd				
On Declarer's lead	Standard count when declarer trying to set up dummy: High=even - Low=odd				
When Discarding	Reverse attitude: High = Hate - Low = Like				

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



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GENERAL DESCRIPTION OF SYSTEM

Strong NT (15-17)

5 Card Majors

Better Minor

3 Weak Twos

Both players of a partnership must have identically completed convention cards.

Cards must be exchanged with opponents for each round.

01/01/22