

OPENING BIDS	Point Range	Min. Length	CONVENTIONAL MEANING	SPECIAL RESPONSES
1♣	10+	4		Splinters
1♦	10+	4		Splinters
1♥	10+	4		Jacoby Note 6, Splinters, bergen raises - Note 8
1♠	10+	4		Jacoby Note 6, Splinters, bergen raises - Note 8
1NT	12-14	n/a		Stayman, RST, Mckendrick Note 7, Gerber
2♣	Ro25	5		23-24 or GF
2♦	5-10	6		2NT F+Ogust note3
2♥	5-10	6		2NT F+Ogust note3
2♠	5-10	6		2NT F+Ogust note 3
2NT	20-22	N/A		5c Puppet; Xfers; Gerber, 3S =5S 4H
3 bids	5-10	6/7		Ro500
4 bids	5+	7/8		Ro500

1 NT	Direct	Protective		
	15-18	11-14	Weak 2	Dble = T/O; 2NT 17-19
	Responses	systems on	Weak 3	Dble = T/O
2NT	Direct	Protective	4 bids	To 4H Dble = T/O
	UNT	20+	MULTI	Dble = T/O; 2NT 17-19
	Responses (natural weak, as 2NT opener if strong)			

### ACTION AFTER OPPONENTS INTERVENE WITH

Simple Overcall		Double 8+HCP T/O		Bids: Cue = value raise change of suit Forcing	
Jump Overcall		Double T/O		Bids competitive	
Double	Redouble	New suit	Jump in new suit	Jump raise	2NT
	9+	6+, 4+cards	Forcing	Weak	10+, sup't

### DEFENSIVE BIDS


OVER-CALLS	Meaning	OPPONENTS OPEN	Defensive Methods
Simple	5 card, 6+hcp NV, 10+V	Strong 1♣	One level bids show opening points / jumps weak see note 1
Jump	Weak/wide ranging - Note 5	Weak 1NT	Mod. Pottage see note 2
Cue Bid	Michaels (5-9 or 16+)	Strong 1NT	Mod. Pottage see note 2

<b>SPECIAL USES OF DOUBLES:</b>	<b>(normally doubles are for take out)</b>
Penalty doubles are as stated below	
Double of INT	(2nd dbl by either partner = takeout)
Dble of INT overcall and all later dbles	
After a penalty redbl, later dbles are PEN	
Double when partner has opened a weak2	or other pre-empts
3rd dbl by the partnership	
Doubles of artificial bids are lead directing	(except where stated elsewhere, see Note 1)

SLAM CONVENTIONS	Meaning of Responses	Action over interference
Name: RKCB	1430 [52, 2+Q ] 5NT asks for lowest King below rank of asking suit	DOPI/ROPI
Gerber	40-1-2-3 /then no of kings	DOPI/ROPI

Other Conventions:  
 UCB (cue) is strong fit – continuations then Jacoby style  
 DABs (cue) show values, tolerance for partners overcall and ask for a stop in opps opener  
 4<sup>TH</sup> SUIT FORCING; long suit **trial Bids**  
 Wiggle following dble of our 1NT [see note 4]  
 Transfer Breaks [see note 8]  
 Checkback Stayman over 1NT rebid

OPENING LEADS	v suit contracts	4th, 3rd and 5th; .....
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	AK	ΔKx	KQ10	KQx	KJ10
	K109	QJ10	QJx	J10x	10xx
	109x	987x	10xxx	Hxxx	Hxxx
	Hxxx	Hxx	Xx	xx	xxxx
Other leads:	v NT contracts	4th, 3rd and 5th; .....			
	ΔKx(x)	AJ10x	KQ10	KQx	KJ10
	K109	QJ10	QJx	J10x	10xx
	10xxx	109x	987x	Hxx	Hxxx
	Hxxx	Hxx	xx	xx	xx
					xxxx
(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	Reverse Attitude
On Declarer's lead	Normal Count [most logical card if count inapplicable]
When Discarding	Mckennedy initially [least damaging discard, possibly normal count]
Exceptions to above	Lead directing where switch is indicated

## SUPPLEMENTARY DETAILS

(Please cross reference to appropriate part of card)

Note1 : Defence to strong club, polish club or club opener with transfer responses  
 1D/1H/1S natural, opening points 5+cards; 1NT 11+ HCP 5+Clubs in 2<sup>nd</sup>; 5-9 6+ Clubs under strong hand // 2C = both majors (5-9 or 16+); 2D/H/S weak 6+ card [range of 2 level bids 5-11], higher bids weak and shapely // immediate double (of 1 club or 1C-1D[puppet] is 14+ [but may be shaded over 1Club with transfer responses] )

Note 2 : Modified Pottage defence to 1NT  
 2C = MAJORS; 2D = Single suited [puppet 2H response]  
 2H/S two suited [named suit and a minor] then 2NT is strong ask forcing to game or 4 of minor, three clubs is weak ask (pass or correct)

Note 3: Ogust [3D = good suit]

Note 4: Wriggle **when 1 NT opener is doubled**  
 Pass = 4333 or strong enough to expect 1 NX to make  
 Redbl = any single-suited hand. Opener puppets to 2 clubs pass/convert  
 2any = 4cards with another higher-ranking 4card suit  
 With a doubleton in the bid suit opener removes to the next higher suit

Note 5: jump overcalls show 6 card suit; range 5-9 NV 6-10 VUL  
**BUT** wide ranging and possibly very weak if partner is a passed hand, 0-15 NV, 6-15 VUL

Note 6: Jacoby 2NT = 13+, 4+ card support agreeing partners Major, GF. Responses 4M weak; 3M 16+; 3NT 14-15; Other 3 level bids show shortage, Other 4 level bids show good second suit.

Note 7 McKendrick  
 1NT-2spades shows either 11 HCP or a minor  
 Opener bids 2NT if weak [12 or poor 13] or 3C if strong [14 or a good 13]  
 Responder will pass or correct [to 3D] if weak or with 11 points bid 3NT or show a stop (forcing to game or 4 of a minor)

Note 8 Bergen raises

E.G     1♥ - 3♣ = Bergen raise : 4+card trump support and 7-9 HCP  
           1♥ - 3♦ = Bergen raise : 4+card trump support and 10-12 HCP

Note 9: Following 2 minor over one level opener, 2NT is wide ranging 15-19  
 2clubs enquires, responses: 3D 15-16,  
 3NT or lower of three card support, 4 card major, 17-19

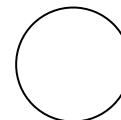


## GENERAL DESCRIPTION OF SYSTEM

<b>Attach or hatch over</b>	<b>GREEN spot for natural or simple systems BLUE spot for Strong Club or Strong Diamond systems RED spot for highly artificial systems</b>
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4 Card majors, 3 weak twos,

Style of leads, signals, discards:-  
 4<sup>th</sup> highest, reverse Att. , normal Count, McKenney



## ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE

Following a two over one sequence 2NT can be wide ranging (15-19)  
 Immediate game raises of one of a major are based on shape (5-10)  
 2D/H/S in 4<sup>th</sup> are 10-15  
 STRENGTH OF 1NT OPENERS: 12-14, 11-14 in 4<sup>th</sup> or in 3<sup>rd</sup> NV

2♣ RESPONSE TO 1NT OPENER IS: Stayman

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