

OPENING BIDS	Point Range	Min. Length	CONVENTIONAL MEANING	SPECIAL RESPONSES
1♣	10-19	2		Jump Shift (Strong/good suit)
1♦	10-19	4		Jump Shift (Strong/good suit)
1♥	10-19	5		Jump Shift Weak; Jacoby:Bergen
1♠	10-19	5		Jacoby:Bergen <b>Note 1</b>
1NT	15-17		Puppet Stayman; full transfers,	Lebensohl over interference <b>Note 2</b>
2♣	23/24		And/Or GF in suit	2D relay
2♦	4-9	5/4		Ekren (V 7-9: NV 4-9) <b>Note 3</b>
2♥	6-9	6		Ogust
2♠	6-9	6		Ogust
2NT	20-22			Pppt Stay; transfers; 3♠ = 5♠ 4♥
3 bids	Pre-empt	7		
4 bids	Pre-empt	8		

### DEFENSIVE BIDS

OVER-CALLS	Meaning	OPPONENTS OPEN	Defensive Methods
Simple	5+	Strong 1♣	Natural
Jump	Weak	Weak 1NT	Multi Landy
Cue Bid	Ghestem <b>Note 4</b>	Strong 1NT	Multi Landy
1 NT	Direct	Protective	2 NT = 15+ Natural [Stops]
	15-17	11-14	X = opener Take Out Suit –natural Leaping Michaels <b>Note 5</b>
2NT	Responses	Weak 2	Optional X
	Responses	Weak 3	Optional X
2NT	Direct	Protective	4 bids
	Minors Responses	MULTI	

### ACTION AFTER OPPONENTS INTERVENE WITH

Simple Overcall		Double negative	Bids	Forcing 5+
Jump Overcall		Double “	Bids	
Double	Redouble	New suit	Jump in new suit	Jump raise
	Doubtful Suit support	Forcing 4+	Fit jump	Weak

### SPECIAL USES OF DOUBLES:

-ve Dble

Support Double 1D 1H 1S P  
DBL (= 3 spades)

SLAM CONVENTIONS	Meaning of Responses	Action over interference
Name:		
RKCB	5♣ 1/4 ; 5♦ 0/3	

Other Conventions: Exit Transfers; Checkback ; Splinter Crowhurst (**Note 6**) Leaping Michaels (**Note 5**)

OPENING LEADS	v suit contracts	4th, 3rd and 5th;	.....	.....	.....
<div>Attach Red Spot, or hatch over, if using non-standard leads</div>	<u>A</u> K	<u>A</u> Kx	<u>K</u> Q10	<u>K</u> Qx	<u>K</u> J10
	<u>K</u> 109	<u>Q</u> J10	<u>Q</u> Jx	<u>J</u> 10x	10x <u>x</u>
Other leads:	<u>10</u> 9x	987x	10xx <u>x</u>	Hxx <u>x</u> x	Hxx <u>x</u> xx
	Hxx <u>x</u>	Hx <u>x</u>	<u>x</u> x	<u>x</u> <u>x</u> x	<u>x</u> <u>x</u> <u>x</u> x
	v NT contracts	4th, 3rd and 5th;	.....	.....	.....
	<u>A</u> Kx( <u>x</u> )	A <u>J</u> 10x	<u>K</u> Q10	<u>K</u> Qx	<u>K</u> J10
	<u>K</u> 109	<u>Q</u> J10	<u>Q</u> Jx	<u>J</u> 10x	10x <u>x</u>
	10xx <u>x</u>	<u>10</u> 9x	987x	Hx <u>x</u>	Hxx <u>x</u> x
	Hxx <u>x</u> x	Hxx <u>x</u>	<u>x</u> x	<u>x</u> <u>x</u> x	x <u>x</u> <u>x</u> <u>x</u> x

(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	A,Q, Reverse Attitude; K Count
On Declarer's lead	Count
When Discarding	ODD/EVEN
Exceptions to above	

### Note 1 Bergen Raises

With doubleton or worse bid 1S if possible, 1NT to show 6-9 points (NF), or a new suit at 2 level.

*With 3 card support,*

2 of same major = 6-9

Change of suit, then 3 of same major = 10-11

Change of suit and then 4 of same major = 12-15

*With 4 card support – strictly counting points – not shape*

3 of same major = 0-6 points, 4 card pre-emptive raise

3D = 7-9 points

3C = 10-12 points

Jacoby 2NT = 12+HCPs (any game going hand, that wants more information about opener's hand).

3NT = 4/3/3/3 with 13-15 pts (4 of suit opened)

5 card pre-emptive raise, 4 of same major = 0-6 points,

4C/4D and 3S (after a 1H bid) are Splinters, singleton/void – not an Ace

### Note 2 Lebensohl

Fast arrival promise	1NT	2H	3H* (4 spades – stop in hearts)
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Slow denies	1NT	2H	2NT
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3C	P	3H (4 spades, no heart stop)
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### Note 3 Ekren 2D

Responses to 2D

2H is a sign off – longer H

2S is a sign off – longer S

2NT Strong artificial enquiry

3C Natural 6+ clubs N/F

3D Invites game 3/3 hearts/spades

3H Weak pre-emptive

3S Weak pre-emptive

3NT to play

4H to play

4S to play

Responses to 2NT Replies

3C lower range 5/4: 3D asks for M

3D lower range 5/5

3H upper range 5/4

3S upper range 4/5

3NT upper range 5/5

4C upper range 6/4

4D upper range 6/4

4H 6/5+

4S 5/6+

### Note 4 Ghestem

Cue bid – 2 higher ranking

2NT - 2 lower ranking

3C - 2 extremes

### Note 5 Leaping Michaels

2D – 4D\* promises Spades/Hearts

2H – 4D\* promises Spades/Diamonds      2S – 4C\* promises Hearts/Clubs

### Note 6 Crowhurst

1any      1any

1NT (12-16)      2C\* (asks strength and shape)

2D = 12-14 with no feature

2H = 12-14 with 4 hearts (if hearts haven't been bid or 3 Hs if partner has bid Hs)

2S = 12-14 with 4 spades (if spades haven't been bid, 3 Ss if partner has bid Ss)

2NT = 12-14 with both features

3D = 15-16 with no feature

3C = 15-16 with both features

3H = 15-16 with 4 hearts (if hearts haven't been bid or 3 hearts if Hs have been bid)

3S = 15-16 with 4 spades (if spades haven't been bid or 3 spades if Ss have been bid)



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## GENERAL DESCRIPTION OF SYSTEM

Bidding Methods- 3 Weak 2s- 2Ds, weak in both majors; 5 card Majors; Strong NT

Style of leads, signals, discards:- Conventional leads; reverse attitude; Odds/evens discards

## ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE

STRENGTH OF 1NT OPENERS: 15-17

2♣ RESPONSE TO 1NT OPENER IS: NP Stayman

3♣ RESPONSE TO 1NT OPENER IS: Puppet Stayman

### “Long suit” trial bids

1H      2H

3 any (go to 4 with max). Not *necessarily* asking for help in “any”

3H would be competitive/pre-emptive

**Pre-empts** – good suit QJ10xxxx and no outside Ace

1C    P    2C (treat as new suit: Forcing, 10+pts and no 4-card Major)

**2D opening**    Vul 7-9 points: NV    4-9 points

**Gambling 3NT** – nothing better than an outside Q – this allows partner to take it out with no stopper in a suit, instead of guessing what if any outside values you may have.

**Pre-empts** – Maximum 10 points at 4 level: 9 points at 3 level

Good suit with few if any outside values – this helps partner decide whether to compete or double.

**“10” is an honour** – possibly try not to lead 4<sup>th</sup> best from it, preferring another suit.  
10 is too valuable a card to treat 1064 as MUD.

### Fit Jumps

1C      1D      P      1H (rescue, hearts likely to be better than diamonds  
                 Beware about bidding diamonds again. N/F)

\*

1C      1D      P      2H (I have a good heart suit but also a fit with your  
                 Diamonds – still N/F)

**Multi Landy** (2H\* shows Hearts + minor)

1NT    2H\*    2S/P    3C\* (pass or correct to 3D)

1NT    2H\*    2S/P    2NT (natural)

If partner passes after your LHO has overcalled, a bid/double is almost mandatory

1C – Pass – 1H – pass

1S (unbalanced, therefore a club suit)

1C - Pass – 1H – Pass

1NT (12-16) may have a spade suit – use checkback if interested

2H/2S – 4NT = minors

### Responder’s bid after partner’s bid has been overcalled by 1NT (Suggested by Paul Hackett)

1H

1NT

?

Double – for penalties

Raise hearts pre-emptively

Bid long suit of your own N/F

Jump bid in new suit – excellent suit plus points – forcing

Pass