OPENING BIDS	Point Range	Min. Length	CONVENTIONAL MEANING		SPECIAL RESPONSES
1*	11+	4			Limit raises
1♦	11+	4	1		1 NT response 5-9 points 2 over 1 change of suit 10+ points.
1♥	11+	4	1		Jump shift 13+ points
1 🛦	11+	4	1		
1NT	12-14		Balanced		Stayman, transfers, including minors
2*	23+		Game force		2D - negative, 2NT double negative
2♦	8 tricks o	or 22/23			
2♥	6+10				
2♠	6+10		1		
2NT	20/21		balanced		5 card Stayman, transfer to majors
3 bids	6+	7	Pre-empt		
4 bids	10+	7	Pre-empt		
		•	DEFE	NSIVE BIDS	6
OVER- CALLS	Meaning			OPPONENTS OPEN	Defensive Methods
Simple	10+ HCP, 5	5 card suit.			
Jump	6-10 HCP, 6 card suit			Weak 1 NY	ASTRO
Cue Bid	Michaels			Strong 1NT	ASTRO
1 NT	overcall 15-17 points			Weak 2 Weak 3	lebensohl Note 2
2NT	Minors			Multi	Note 1
	ACTIC	N AFTE	ER OPP	ONENTS IN	
Simple Ove	arcall		IEG to 4♦		Bids Natural - forcing
Jump Overcall		Double NEG to 4◆ Bids Natural - forcing Double NEG to 4◆ Bids Natural - forcing			
Double		Redouble New suit Jump in new Jump raise 2NT			
Double		10+. Per interest	suit enalty Natural Forcing Pre-emptive Good raise		

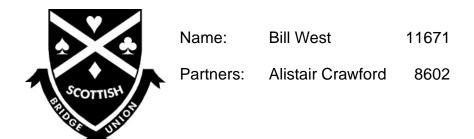
SPECIAL USES OF DOUBLES:

Doubles are takeout except in these penalty situations:

Double of 1NT opener Double when our side has made any natural NT bid Double when partner has opened a pre-empt Double of opponent's game

SLAM CONVENTIONS	Meaning of Responses	Action over interference
RKCB 1430 4NT 5NT	5C=1/4, 5D=0/3, 5H=2, 5S=2+queen Cue Bid outside kings	D0P1 (double=0, pass=1, next step=2 etc) ROP1 redouble 0 pass 1
Gerber (over NT only)	4D=0/4, 4H=1, 4S=2, 4NT=3	

Other Conventions: Unassuming cue bids Checkback Splinters 4th suit forcing RKCB 14/30 Gerber over NT OPENING v Suit contracts: Top of sequence, 4th or 2nd highest. Against NT 2nd and 4th. LEADS A<u>K</u> K<u>10</u>9 AKx <u>K</u>Q10 <u>K</u>Qx KJ10 <u>Q</u>J10 QJx J10x 10x<u>x</u> 9<u>8</u>7x <u>10</u>9x 10xx<u>x</u> Hxx<u>x</u>x Hxx<u>x</u>xx Hxxx Hx<u>x</u> <u>x</u>x x<u>x</u>x x<u>x</u>xx v NT contracts: Top of sequence and 4th highest <u>K</u>Qx J10x $\underline{A}Kx(x)$ AJ10x <u>K</u>Q10 KJ10 K<u>10</u>9 <u>Q</u>J10 <u>Q</u>Jx 10x<u>x</u> 9<u>8</u>7x 10xxx 109x Hxx Hxx<u>x</u>x Hxx<u>x</u>x Hxxx x<u>x</u>x x<u>x</u>xx <u>x</u>x CARDING METHODS Describe Primary method. Alternative in brackets. On Partner's lead Attitude - High encourages 2011 Declarer's lead Count – High card = even number and low card = odd number When Discarding Reverse attitude atural



GENERAL DESCRIPTION OF SYSTEM

Weak NT, 4 card majors,

ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE

Opening 1NT is 12-14 pts, 2* is 4 card Stayman, transfers.

Note 1 defence to multi 2 • With a good suit, bid it. Balanced hand 16+ points bid 2NT first opportunity Dbl with 12-14 points second time around

Note 2 defence to weak 2s Dbl is lebensohl 2NT 16+ with a stop, stayman and transfers apply 3 suit good 5 or 6 card suit, 13-16 pts