

OPENING BIDS	Point Range	Min. Length	CONVENTIONAL MEANING	SPECIAL RESPONSES
1♣	10*-19	4	• Rule of 20	Splinters
1♦	10*-19	4		2NT Jacoby
1♥	10*-19	4		Michaels with 5:5
1♠	10*-19	4		U2NT with 5:5
1NT	12-14			
2♣	20+			
2♦	6-10	6		
2♥	6-10	6		
2♠	6-10	6		
2NT	20-22			
3 bids	6-10	7		
4 bids	6-10	8		

DEFENSIVE BIDS			
OVER-CALLS	Meaning	OPPONENTS OPEN	Defensive Methods
Simple	8+ 5 card suit	Strong 1♣	Simple Overcall; Weak Jump Overcall; X for TO
Jump	Weak 6-10 + 6 card suit	Weak 1NT	Pinpoint Astro: X = penalties;
Cue Bid	Michaels and U2NT	Strong 1NT	Pinpoint Astro: X = long minor?
1 NT	Direct 16-19	Protective 12-14	Weak 2
	Responses Systems on re Stayman & Transfers		Weak 3
2NT	Direct 5:5 in the two lower ranked unbid suits	Protective Responses	4 bids
			MULTI

ACTION AFTER OPPONENTS INTERVENE WITH					
Simple Overcall		Double = TO		Bids	natural
Jump Overcall		Double = TO		Bids	natural
Double	Redouble	New suit	Jump in new suit	Jump raise	2NT
	9+	Forcing	Forcing	Pre-emptive	Good raise to 3

SPECIAL USES OF DOUBLES:

Our use of **X** after 1 of a suit opening bids by either side.

Negative **X** applies at any level:

TOX applies at any level:

X followed by advancer's suit bid then a change of suit bid by Overcaller = 19+ HCP

SLAM CONVENTIONS	Meaning of Responses	Action over interference
Name: 4NT = RKCB (1430) when a Major suit	5♣ = 1/4, 5♦ = 0/3, 5♥ = 2, 5♠ = 2+Q trump:	ROPI & DOPI?
4NT Quantitative after	After 1NT Responder with 19+ After 2NT Responder with 11+	

Other Conventions:

OPENING LEADS	v suit contracts	4th, 3rd and 5th;			
<div>Attach Red Spot, or hatch over, if using non-standard leads</div>	AK K109 109x Hxxx	AKx QJ10 987x Hxx	KQ10 QJx 10xxx xx	KQx J10x Hxxx xxx	KJ10 10xx Hxxxx xxxx
	Other leads:	v NT contracts	4th, 3rd and 5th;		
	AKx(x) K109 10xxx Hxxxx	AJ10x QJ10 109x Hxxx	KQ10 QJx 987x xx	KQx J10x Hxx xxx	KJ10 10xx Hxxxx x 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	Count?
When Discarding	Reverse Attitude
Exceptions to above	

SUPPLEMENTARY DETAILS

(Please cross reference to appropriate part of card)

Pinpoint Astro: 2♣ = H & C; at least 5:4; Partner can pass with club tolerance, or correct to 2H with longer H.

2♦ = D & H at least 5:4);

2♥ = H & S (at least 5:4);

2♠ = S and a minor at least 5:4 at least 5:4. usually 5:5 or better). Partner should state his preference by replying 3♣ or 3♦

Note that partner should always take the cheapest preference when holding equal length in the two advertised suits. For example, after hearing a 2NT overcall, partner should bid 3♣ with 3-3 shape in the minors.

If partner is lucky enough to hold game-invitational values or better, then he should raise or jump-bid any advertised suit.

Pinpoint Astro also includes bids to show 3-suited hands, e.g. 4441 or 5440 shape (rare). A jump overcall at the 3-level is artificial and indicates shortness in that suit:

3♣ = shows a)

3♦ = shows a) a long 6+ card suit

3♥ = shows a)

3♠ = shows a)

Jacoby 2NT After no interference = 4 card support for Major & fewer than 7 losers. Opener's 3 level new suit rebid = splinter: a new suit at 4 level = 5 card 2nd suit. 4 of bid major to play. 3 of the agreed suit is 16-19 points with 6 trump, 3NT is 16-19 points with a balanced hand -

Stayman and **Transfers** after 1NT and 2NT as standard

Breaking a major suit transfer by bidding the major at the 3 level of the major shows 4 trump and 14 points

2♠ = transfer to minor. Opener bids 3C Responder passes or corrects.

3♣/♦/♥/♠ = 6+ card suit and slam interest.



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Partner: Mary Storrar – BBO – jayvema

GENERAL DESCRIPTION OF SYSTEM

Bidding Methods:- 3 weak 2's

Style of leads, signals, discards:- Reverse Attitude

ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE

STRENGTH OF 1NT OPENERS: 15-17

2♣ RESPONSE TO 1NT OPENER IS: Stayman with 8+ HCP
2NT rebid shows 18
3NT rebid shows 19

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

Cards must be exchanged with opponents for each round.