

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	Weak 2	2 NT = 15+ Natural [Stops] X = opener Take Out Suit –natural Leaping Michaels <b>Note 5</b>
	Protective		
Responses	15-17	11-14	
		Weak 3	Optional X
2NT	Direct	4 bids	Optional X
	Protective		
Responses	Minors	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
	Doubtful Suit support	Forcing 4+	Fit jump
			Jump raise
			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 style="border: 1px solid black; border-radius: 50%; padding: 5px; display: inline-block;">           Attach Red Spot, or hatch over, if using non-standard leads         </div>	<u>AK</u>	<u>AKx</u>	<u>KQ10</u>	<u>KQx</u>	<u>KJ10</u>
	<u>K109</u>	<u>QJ10</u>	<u>QJx</u>	<u>J10x</u>	<u>10xx</u>
	<u>109x</u>	<u>987x</u>	<u>10xxx</u>	<u>Hxxx</u>	<u>Hxxx</u>
	<u>Hxxx</u>	<u>Hxx</u>	<u>xx</u>	<u>xxx</u>	<u>xxx</u>
Other leads:	v NT contracts	4th, 3rd and 5th;	.....	.....	.....
	<u>AKx(x)</u>	<u>AJ10x</u>	<u>KQ10</u>	<u>KQx</u>	<u>KJ10</u>
	<u>K109</u>	<u>QJ10</u>	<u>QJx</u>	<u>J10x</u>	<u>10xx</u>
	<u>10xxx</u>	<u>109x</u>	<u>987x</u>	<u>Hxx</u>	<u>Hxxx</u>
	<u>Hxxx</u>	<u>Hxxx</u>	<u>xx</u>	<u>xxx</u>	<u>x</u>
					<u>xxxx</u>

(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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February 2021

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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

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## ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE

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STRENGTH OF 1NT OPENERS: 15-17

2♣ RESPONSE TO 1NT OPENER IS: NP Stayman

3♣ RESPONSE TO 1NT OPENER IS: Puppet Stayman

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### “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