

OPENING BIDS	Point Range	Min. Length	CONVENTIONAL MEANING	SPECIAL RESPONSES
1 ♣	10+	4	Natural	Natural and simple raises
1 ♦	.do.	4	New suit at 1 level =5+	New suit at 2 level 8/ 9+
1 ♥	.do.	4	2NT = 16+ with support, 3NT=13-15 with support	
1 ♠	.do.	5	Raise to game	distributional hand. Splinter/Cue Bids
1NT	12-14		STAYMAN	3way Transfers, Gerber
2 ♣		0	8PT or 18-22 u/b	2D=Waiting bid; suit bid=good 5 card suit 8++; 2NT=bal 8+
2 ♦	5-9	6	Weak	Ogust feature showing iff ...
2 ♥	5-9	6	Weak	... partner has 9+hcp
2 ♠	5-9	6	Weak	As above
2NT	20-22		PUPPET STAYMAN	Gerber, Transfers
3 bids	5-9	7	Pre-emptive 3NT = Gambling	(Solid minor)
4 bids		7/8	Pre-emptive 7 solid suit;	8 broken suit

DEFENSIVE BIDS				
OVER-CALLS	Meaning	OPPONENTS OPEN	Defensive Methods	
Simple	Natural	Strong 1 ♣	Natural	
Jump	Wk when NV, else 11+ when Vul	Weak 1NT	Multi Landy; 2C= M; X=15/16+pts; Natural after passed hand	
Cue Bid	Michaels cue bid	Strong 1NT	Multi Landy; 2C=M, X=15/16+pts	
1 NT	Direct 15-18	Protective 11-14	Weak 2	Take out X
	Responses As 1NT	As 1NT	Weak 3	Take out X
2NT	Direct Unusual	Protective 18+	4 bids	X= Good Hand 17+ or T.O.
			MULTI	X=13-15; 2NT=16-18 Suit Bid = Natural

ACTION AFTER OPPONENTS INTERVENE WITH					
Simple Overcall		Double	Penalty	Bids	Forcing
Jump Overcall		Double	Penalty	Bids	Forcing
Double	XX=9+ no fit;	New suit Nat F1	Jump in new suit F1	Raise to 2 level =strong	Good raise 10+

SPECIAL USES OF DOUBLES: X of a suit = take out X of 1NT = 16+ points & is penalty orientated	
OTHER CONVENTIONS	FSF (except at 1 level), Michaels, UCBs, Splinters, Fit Bids, Stretch bids PUPPET Stayman over 2NT Interference over our NT is Natural Minor based game Standard count

SLAM CONVENTIONS	Meaning of Responses	Action over interference
Name: RKC Roman Key Card	<u>Replies to 4NT are:</u> 5C = 1or 4 Keycards ; 5D = 3 or 0 Keycards; 5H = 2 Aces without the Queen of Trumps; 5S = 2 Aces with Q of Trumps <u>Queen ask</u> , if yes, bid first non-trump suit; with no Q bid trump suit at lowest level. <u>Replies to 5NT are:</u> 5C= 0 kings; 5D= 1 king etc	

Other Conventions: **Checkback Stayman; Unusual 2NT over Majors, 3NT overcall - 8PT with guards in opp suit.**

OPENING LEADS		v suit contracts	4th, 3rd and 5th;	4th and MUD	
Other leads:	<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>
		v NT contracts	4th, 3rd and 5th;	4th and MUD	
	<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	HI LO = Even number usually 2 cards: With 3 cards, M.U.D.
On Declarer's lead	.do.
When Discarding	Reverse Attitude when following suit, otherwise Rev. Att.
Exceptions to above	Discards are sometimes only discards or if they'll cost a trick

SUPPLEMENTARY DETAILS

(Please cross reference to appropriate part of card)

System Reminders

- 1) If you bid a new suit after instigating the Stayman Convention, you are showing a weak hand. Transfer after partner's 1NT to any minor is 2S (Alert).
 - 2) If your side's first bid is a double of the opponents' suit, it is always for take out.
 - 3) 4NT after a suit bid is asking for keycards, but 4NT after a NT Bid is Quantitative.
 - 4) Use Checkback Stayman with count of 3D when forced to bid at the 2 level.
 - 5) Open with Rule of 20, occasionally 19.
 - 6) If we overcall opponents opening bid with 1NT, then we use Transfers and Stayman.
 - 7) Gerber over 1NT and 2NT opening bids
 - 8) UCB, Cue bids, Splinters, FSF, Negative Doubles, Michaels, UNT.
 - 9) Overcall of opponents' 1NT is Multi Landy or Natural (passed hand)
 - 10) After 2D, 2H waiting or natural, 2S= good 5 card suit and ≥ 10 is 2NT and balanced and no 5 card Major
 - 11) Borrow K in Protective seat.
 - 12) 4441 hands bid suit below singleton, or lower of 2 touching red suits. In
 - 13) Over 1 suit, 2NT is 16+ (essentially balanced).
- 3 any other suit shows a shortage, 3 of that suit is slam try
And 4 any other suit other than suit bid is a source of tricks.



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S.B.U.

GENERAL DESCRIPTION OF SYSTEM

Bidding Methods: 12-14 NT with 3 weak 2's

2C = 23+ or 8/9 playing tricks

Style of leads, signals, discards: - Top of sequence, 4th and 2nd (M.U.D)

Reverse Attitude, Standard Count

Discards: McKenney

ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE

2D, 2H and 2S opening bids are weak.

STRENGTH OF 1NT OPENERS: **12-14**

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.