

OPENING BIDS	Point Range	Min. Length	CONVENTIONAL MEANING	SPECIAL RESPONSES
1♣	10-19	3	Better Minor, denies 5 card major	<ul style="list-style-type: none"> <li>Bid 4+ card major first,</li> <li>Double jump to new suit is weak</li> </ul>
1♦	10-19	3		
1♥	10-19	5		<ul style="list-style-type: none"> <li>Jump promises Fit &amp; 5 cards in bid suit</li> <li>Double jump is Splinter - good trump support and singleton/void in bid suit</li> </ul>
1♠	10-19	5		
1NT	12-14	2 in all		2C Stayman, 2D/H/S, 3C all transfers
2♣	21-22	N/A	21-22 <u>or</u> 8PT in a suit	2D denies AK, or 8 points
2♦	23+			2H denies AK, or 8 points
2♥	5-10	6		<ul style="list-style-type: none"> <li>2NT - OGUST (1)</li> <li>Min bid in new suit is escape to safer contract</li> </ul>
2♠	5-10	6		
2NT	19-20			3C Stayman, 3D/H transfer, 3S (7)
3 bids	5-9	7		
4 bids	5-8	8		

### SPECIAL USES OF DOUBLES:

Double of overcall => indicates would have made the opponents intervening bid

Otherwise, x of bids up to 2S and pre-empts is for take out, promising ability to play in at least two of the unbid suits

Other doubles for penalties and, if of unnatural bid, can invite lead

SLAM CONVENTIONS	Meaning of Response	No inter-vention	Over Double	Over Intervening Bid
Name: RCKB 1430	1 or 4 keycards 0 or 3 Keycards 2 Keycards no trump Q 2 Keycards + trump Q	5C 5D 5H 5S	Pass Redouble 5C 5D	Pass Redouble Next bid up Next bid up over major, next but 1 bid up over minor
Gerber (6)				

### Other Conventions:

- Fourth suit forcing – says nothing about bid suit -asking for more information
- Trial Bids - bid in new suit following major suit agreement at 2 level = looking for help (shortage or honours)
- NT Probe – if minor agreed at 3 level, bid of unbid major shows stopper, inviting NT
- Escape from 1NT doubled – Redouble = Transfer to clubs: 2C, 2D, 2H = transfer to next suit
- Cue bidding

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

(In all the card combinations shown , circle the card normally lead if different from standard i.e. underlined card)

DEFENSIVE BIDS			
OVER-CALLS	Meaning	OPPONENTS OPEN	Defensive Methods
Simple	5+ cards. Not necessarily weaker than opening bid strength	Strong 1♣	As for natural 1C, except that 2C overcall is natural
Jump	Opening bid strength and 6 card or good 5 card suit	Weak 1NT	Multi Landy (5)
Cue Bid	Michaels (2) Unassuming cue bid (3)	Strong 1NT	Multi Landy (5)
1 NT	Direct 15+	Weak 2	Double for takeout
	Protective 15+	Weak 3	Optional double
2NT	Responses Stayman, Transfers	4 bids	Optional double
	Direct Unusual NT (4) Responses	MULTI	Natural including double for takeout

### ACTION AFTER OPPONENTS INTERVENE WITH

Simple Overcall	Double	Pinched my bid!	Bids	natural
Jump Overcall	Double	penalties	Bids	natural
Double	Redouble	New suit	Jump in new suit	Jump raise
	9+ points	Natural	5 cards in suit & Fit with partner	weak
				2NT
				Balanced
				10-12 points

CARDING METHODS	Describe Primary method. State alternative in brackets.
On Partner's lead	Reverse attitude
On Declarer's lead	Distributional; Higher - Lower = even card count
When Discarding	McKenney
Exceptions to above	Carding only applies when not competing for trick!

## SUPPLEMENTARY DETAILS

(Please cross reference to appropriate part of card)

(1) OGUST : 2NT enquires about quality of weak 2 bid. Responses :-

- 2C – Min hand poor suit
- 2D – Min hand good suit
- 2H – good hand, poor suit
- 2S – good hand, good suit

(2) Michaels Cue bid

- A bid of an opponent's minor suit shows 5 cards in both majors, 6-11 HCP.
- A bid of an opponent's major suit shows 5 cards in the other major and one minor, unlimited HCP.
- Both bids only apply if bid at the first opportunity after opponent's bid.

(3) Unassuming Cue bid

- A simple raise of opponent's overcall shows a good raise in partner's suit (4 cards, 10+ points)

(4) Unusual NT - 2NT overcall after opposition have bid at 1 level

- promises 5-5 in the two lowest unbid suits (no minimum point count) and asks partner to choose; partner bids
  - longer of 2 suits (cheaper if equal length), can pre-empt jump with 4+ cards, or
  - a natural bid of 4th suit indicating 6+ cards, or
  - an opposition suit with a strong hand & game or slam interest; this is forcing for one round – bidding cheaper of promised 2 suits in response indicates 0-10 points

(5) Multi Landy - Defence to 1NT. Overcalls have the following meanings:

2 Clubs : both majors (9+ cards), 10+HCP if 5-4, fewer HCP if longer;

- Responder bids better major or 2 Diamonds if equal length in the majors,
- Other responses, including pass, are natural except 3 Clubs which is game forcing.

2 Diamonds : single suited (6+ cards in a major) 10-14 HCP; in response:

- Pass => lots of diamonds!
- 2 Hearts => Pass or correct (i.e. not prepared to play higher if partner has Hearts);
- 2 Spades => Pass or correct (i.e. can go further if partner has Hearts but not if Spades)
  - with Hearts, partner then bids 3 Hearts or another suit if stronger.
- 2NT => Enquiry about the hand type with genuine game ambition. Responses are then:
  - 3 Clubs/Diamonds shows Hearts/Spades with better than minimum hand,
  - 3 Hearts/Spades shows Hearts/Spades with minimum hand.

2 Hearts/Spades : 5 cards in Hearts/Spades and 4+ in a minor suit; in response:

- 2NT asks partner to bid the minor,
- Other responses, including pass, are natural.

2NT : both minors (at least 5-5); partner is expected to pick

3 of a minor : natural (6+ cards, 10-15 HCP)

3 of a major : pre-emptive (7+ cards, 6-9 HCP)

Double : for penalties (15+ HCP); should be passed except by a very weak hand (5- HCP), when best to attempt to bail out by bidding a 5 card suit.

(6) Rolling Gerber

- 4C is ace asking if not obviously natural or Splinter
- Responses 4D = 0, 4H = 1, 4S = 2, 4NT = 3
- Bid next suit up from aces response to enquire about kings, except that bidding the agreed suit after the aces response is a signoff . Bid the following suit up for kings in that case.

(7) 3 Spades response to 2NT promises 5 card minor, singleton or void and no 4 card major



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## GENERAL DESCRIPTION OF SYSTEM

Bidding Methods:-

Weak NT & Benji ACOL with 5 Card Majors

Style of leads, signals, discards:-

**Leads :** Higher of touching honours 4<sup>th</sup> highest, 2<sup>nd</sup> top from rubbish;;  
Middle up down

**Signals :** Reverse attitude, Distributional HELO

**Discards :** McKenney

## ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE

1♣ or 1♦ opener shows a minimum of 3 cards

1NT opener may include a 5 card major

2NT response to Stayman shows both majors

STRENGTH OF 1NT OPENERS: 12-14

2♣ RESPONSE TO 1NT OPENER IS: Non Promissory Stayman

Both players of a partnership must have identically completed convention cards.  
Cards must be exchanged with opponents for each round.