| OPENING BIDS | Point Range | Min. Length | CONVENTIONAL MEANING | SPECIAL RESPONSES |
| :---: | :---: | :---: | :---: | :---: |
| 1\% | 10-19 | 4 | 12+ or Rule of 20 |  |
| $1 *$ | 10-19 | 4 | 12+ or Rule of 20 |  |
| $1 \checkmark$ | 10-19 | 4 | $\begin{aligned} & 12+\text { or Rule of } \quad 2 \mathrm{NT} \text { Jacoby ( see Note } 1 \text { ) } \\ & 20 \end{aligned}$ |  |
| 10 | 10-19 | 4 | $\begin{aligned} & 12+\text { or Rule of } \quad 2 \mathrm{NT} \text { Jacoby ( see Note } 1 \text { ) } \\ & 20 \end{aligned}$ |  |
| 1NT | 12-14 |  | Balanced 2C Stayman Transfers 4 NT Q (note 2) |  |
| 2\% | 23 |  | $23+$ or 8 playing tricks | 2 D relay; other replies natural |
| 2 | 5-10 | 6 |  | 2 NT Features (note 3) |
| 2 - | 5-10 | 6 |  | 2 NT Features (note 3) |
| 24. | 5-10 | 6 |  | 2 NT Features (note 3) |
| 2NT | 20-22 |  | Balanced | Stayman, red suit transfers 4NT quantitative (see Note 2) |
| 3 bids | 5-10 | 7 | Pre-empt |  |
| 4 bids | 5-10 | 8 | Pre-empt |  |

## ACTION AFTER OPPONENTS INTERVENE WITH

| Simple Overcall | Double | is negative | Bids | natural |  |
| :--- | :--- | :--- | :--- | :--- | :--- | :--- |
| Jump Overcall | Double | is negative | Bids | natural |  |
| Double | Redouble | New suit | Jump in new suit | Jump raise | 2NT |
|  | $10+$ points | Natural | Jump Fit | Pre-emp | natural |


| DEFENSIVE BIDS |  |  |  |
| :--- | :--- | :--- | :--- |
| OVER- <br> CALLS | Meaning | OPPONENTS <br> OPEN | Defensive Methods |
| Simple | Natural | Strong 1\& |  |
| Jump | Weak | Weak 1NT | Landy (Note 4) |
| Cue <br> Bid |  | Strong 1NT | Landy (Note 4) |
| 1 NT | Direct <br> 15-17 <br> responses Stayman | Weak 2 | Double or bid suit |
|  | Unusual 2NT ( see Note 5) | Weak 3 | Double or bid suit |

## SPECIAL USES OF DOUBLES:

Most doubles are takeout but Double is penalty
when:
Opponents open or overcall 1 NT
Our side has Redoubled, their penalty double
Opponents have reached game but not when they
have opened a 4 S or 4 H as a prempt
(In all
card)

| CARDING METHODS | Describe Primary method. State alternative in brackets. |
| :--- | :--- |
| On Partner's lead | Reverse attitude |
| On Declarer's lead | Count signals High is even Low is odd |
| When Discarding | Reverse attitude- |
| Exceptions to above | singleton ruffing, high asks for higher suit low asks for lower |


| SLAM <br> CONVENTIONS | Meaning of Responses | Action over <br> interference |
| :--- | :--- | :--- |

## 4 NT -RKC Blackwood

Other Conventions
4 C Gerber only after 1 NT or 2 NT
5 NT = Grand Slam Force-when suit is agreed, partner bids Grand Slam with $2 / 3$ honours


## SUPPLEMENTARY DETAILS

## (Please cross reference to appropriate part of card)

1. Jacoby 2NT: response to 1 M shows 4 card support and 12+ points
2. Quantitative 4 NT: Over 1 NT =19-20 points Over 2 NT=11-12 points
3. Features 2 NT: Responder is $15+$ points Opener shows a feature of side suit
4. Landy 2 C: Both Majors 5-4
5. Unusual 2 NT: Both minors 5-5+
6. Fourth Suit Forcing: Asking for more information-At 2-level FSF if forcing to
at leat 2 NT At 3 -level FSF is forcing to game
7. Splinters: Double jump in suit and possible slam interest
8. Helvic wriggle when opponents double 1NT: Redouble =5 card suit, opener bids

2C for Pass/correct
Bid lower of two 4 card suits, opener scrambles for fit


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## GENERAL DESCRIPTION OF SYSTEM

Bidding Methods:- Acol, 4 card majors

Style of leads, signals, discards:- Standard leads Reverse Attitude

## ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE

Weak 2 openings in 3 suits 2C opening is Strong

## STRENGTH OF 1NT OPENERS: 12-14 <br> 2* RESPONSE TO 1NT OPENER IS: Promissory Stayman

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

