

E ZIMET C GRUNDER

Basic System:	* Natural, 2/1 gf 5 card majors
Opening 1NT Range:	• 15/17
Responses:	Puppet over 2nt Transfers (all 4 suits)

Opening Bids	Point Range	Minimum Length	Special Meaning and/or Responses
1♣	9 to 21	2	<ul style="list-style-type: none"> * 2NT 11/12 inverted raises next suit stopper 1c 2c 2h values and stopper 1C 2C 2nt 12-13 * 1c 2c 3nt 14
1♦	9 to 21	3	1nt 6-10 1d 2d next suit is a stopper
1♥	9 to 21	5	<ul style="list-style-type: none"> • 1NT wide-ranging fl • 2NT good raise to 3 or 16+ & 3NT (13-15) 3 card • 1h 3c 7/9 3 card 1h 3d 10/12 4 card 1h 2h good • 1h 2s weak to play
1♠	9 to 21	5	Follows the same pattern
1NT	15/17		<ul style="list-style-type: none"> * Transfers in all suits (2♠ to ♣, 2NT to ♦, * leave room if good *
2♣	23 +	0	<ul style="list-style-type: none"> * 2d relay 2h bust 2nt h + 2c 2d 3c 3d stay manic * 2c 2d 3s s+d 2c 2d 3d if 3s 5 good
2♦/2♥/ 2♠	4 to 22	5	<ul style="list-style-type: none"> * 2NT enquiry Ogust (2 of top 3 V) * 2 level responses constructive but non-forcing * STRONG in 4th seat only next suit neg
2NT	19 to 22	balanced	<ul style="list-style-type: none"> • may have singleton Hon • 3♠ minor suit stayman
3 suit	5 to 11	6 +	• Pre-empt (2 of top 3 in 1 st /2 nd & vul)
3NT	9 to 12	7 + (minor)	• Gambling with solid suit (AKQxxxx min) (max K outside), 4♦ resp asks for singleton
4 suit	8 to 18	7 +	<ul style="list-style-type: none"> • • New suit – cue bid

Overcalls of Natural Opening Bids of One of a Suit			
Simple	• 7 to 15, natural	1NT (2nd position)	• 15-18
Jump	• Weak (non v vul)	1NT (4th position)	• 10 to 14 red 12/14
		2NT	• Unusual
Hi low xx	Udca leads 2 and 4 Ajt9 j akjt k Kq q att	First lead give attitude On declarer count	

Action over Other Opening Bids			
Strong 1♣	<ul style="list-style-type: none"> • Double = M's • 1NT = m's • 2♣=B, 2♦=R 	Weak 2's	<ul style="list-style-type: none"> • Double = takeout • 2NT = 16/19, balanced (less in 4th) • cue asks for stop leaping Ms • Michaels 2nt asks for m
1NT	<ul style="list-style-type: none"> * 2c majors 2d single suited M * 2H/M suit plus minor * x=4M 5m 		
Weak 3's	<ul style="list-style-type: none"> • Double = t/o • Cue m = M's • Cue M = M/m 	Multi 2♦	<ul style="list-style-type: none"> • X = 13-15 or 20+ or str 2-suiter • 2NT = 16/19

Action after Opponents Intervene with:-	
Simple Overcall	• Sputnik double and unassuming cue bids
Jump Overcall	• Sputnik double and unassuming cue bids

Double	<ul style="list-style-type: none"> • Re-double shows 9 plus (penalty orientated) • All suit raises are pre-emptive • 2NT shows a good raise to the 3-level • Support at 2 level by opener
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Slam Conventions	<ul style="list-style-type: none"> • Roman Key Card Blackwood (14-30) • Exclusion Blackwood Specific kings queen asks • 4NT opener asks for specific A's (5♣=0, 5N=2, 6♣=A♣) • D=1 pass =0 speak =2 • 5NT Grand Slam Force • Minor wood where certain • 1nt 4nt if accept bid 4 carder at 5 level 5 at 6
Other Conventions	<ul style="list-style-type: none"> * Lebensohl (X of intervention = take out) fast raise has stop Short suit trial bids where no opposition * Long suit trial bids in contested where we need help * Checkback after 1NT but not after 2NT * Wriggle over 1NT doubled (XX shows 5+ suit, suit bid is that suit & one higher)