

OPENING BIDS	Point Range	Min. Length	CONVENTIONAL MEANING	SPECIAL RESPONSES
1♣	10+	4	4+ cards	If Weak, bid 1 Major before 1♦
1♦	10+	4	4+ cards	
1♥♠	10+	4	4+ cards	Jacoby 2NT <b>1</b>
1NT	12-14	-	Bal	Stayman, 2 suit Transfers, <b>2,3</b> 3♣♦♥♠ = Natural & Strong
2♣	20+	-	23+ Bal or FG	2♦ = Relay
2♦♥♠	5-10	5	Weak, Usually 6	2NT=Ogust, New Suit = F1 <b>4</b>
2NT	20-22	-	Balanced May have singleton A/K	Puppet Stayman, Transfers <b>5</b> 3♠ = 5♠ + 4♥, 4 minor = SI
3 bids	5-9	7	3 minor: Pre-empt, 1 <sup>st</sup> /2 <sup>nd</sup> pos = 2 of AKQ 3 Major: Pre-empt 3NT: AKQ to 7, No outside A or K	
4 bids	5-9	8	Pre-empt	

DEFENSIVE BIDS			
OVER-CALLS	Meaning	Opponents Open	Defensive Methods
Simple	5+ cards, 8+ HCP	Strong 1♣	X=Majors, NT=minors
Jump	3♦♥♠ = 6 cards, 5-10 HCP 3♣ = CRO (Odd suits)	Weak 1NT	X = Penalty 2♣ = ♥'s & another <b>6</b> 2♦ = ♠'s & another 2 Major = Natural
Cue Bid	CRO (2 suits, same Colour) (Weak or Strong)	Strong 1NT	As per 1NT <b>6</b>
1 NT	Direct 15-17	Protective 11-14	Weak 2
	Responses As 1NT opening		Weak 3
2NT	Direct UNT	Protective UNT	4 bids
	Responses		MULTI

ACTION AFTER OPPONENTS INTERVENE WITH					
Simple Overcall	Double	Negative	Bids	Cue = UCB else Natural	
Jump Overcall	Double	Negative thru 3♠	Bids	Cue = UCB else Natural	
Double	Redouble	New suit	Jump in new suit	Jump raise	2NT
	9+ HCP, Supp unknown	Nat, NF	Nat, NF	Pre-empt	Limit Raise+

### SPECIAL USES OF DOUBLES:

Game Try X	We bid & raise and Opponents bid & raise
Responsive X	We bid, Opponents bid & raise
Lightner X vs slams bid to make	Do NOT lead my suit
Opps X a Cue bid	XX = 1 <sup>st</sup> round control

Slam Conventions	Meaning of Responses	Action over interference
Name: 4NT: RKCB (3041) 4NT: King ask  5NT GSF	5♣=0/3    5♦=1/4    5♥=2/5 No Q    5♠=2/5 & Q 6♣=0/4    6♦=1    6♥=2    6♠=3	X = 0/3, P = 1/4 X = 0/3, P = 1/4  -
	6 trump suit = 0/1 of AKQ, 7 trump suit = 2 of AKQ	

### Other Conventions:

Checkback over 1NT rebid & 2NT rebid

Lebensohl over X of Opps Weak 2 & Over interference of our 1NT

OPENING LEADS	v suit contracts	4 <sup>th</sup> , 2 <sup>nd</sup> from bad suits, MUD			
<div>Attach Red Spot, or hatch over, if using non-standard leads</div>	AK K109 109x Hxx	AKx QJ10 987x Hxx	KQ10 QJx 10xxx xx	KQx J10x Hxxx xxx	KJ10 10xx Hxxxx xxxx
	Other leads:	v NT contracts	4 <sup>th</sup> , 2 <sup>nd</sup> from bad suits, MUD		
		AKx(x) K109 10xxx Hxxxx	AJ10x QJ10 109x Hxxx	KQ10 QJx 987x xx	KQx J10x Hxx xxx xxxx

(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 = Standard Att, K = Standard Count (except unblock vs NT)
On Declarer's lead	Standard Count
When Discarding	Standard Att
Exceptions to above	

## SUPPLEMENTARY DETAILS

(Please cross reference to appropriate part of card)

- .1 **Jacoby 2NT** **FG** **OFF** over suit/X interference  
 3-level bids = Singleton/Void 4-level bids = 2<sup>nd</sup> suit, 4+ cards, 2+ of AKQ  
 3 Major = Above Min, Extra length 4 Major = Min, Extra length, No shortage  
 3NT = Above Min, Balanced
- 2 **Stayman**  
 1NT – 2♣ / 2♦ – 2♥ NF, At least 44 Majors, Only correct to 2♠ if ♠'s longer than ♥'s  
 1NT – 2♣ / 2♦ – 2♠ NF, To Play  
 1NT – 2♣ / 2♦ – 3♣ NF, To Play (5+♣'s & a 4 card Major)  
 1NT – 2♣ / 2♦ – 3♦ Inv, 55 Majors  
 1NT – 2♣ / 2♦ – 3M FG, 5M & 4oM  
 1NT – 2♣ / 2M – 3m NF, To Play (5+ minor & other 4 card Major)
- 3 **Responses to 1NT**  
 1NT – 2♦ Trf to 2♥, Break, with 4+ cards, to: 1) New suit = Max, Values 2) 3♥ = Min  
 1NT – 2♥ Trf to 2♠, Break, with 4+ cards, to: 1) New suit = Max, Values 2) 3♠ = Min  
 1NT – 2♠ Transfer to a minor (Weak ♣'s or Weak ♦'s)  
 1NT – 2NT Inv
- 4 **Ogust** 2NT response to Weak 2♦♥♠ Opening  
**Responses:** 3♣ = Min HCP, Poor suit 3♦ = Min HCP, Good suit  
 3♥ = Max HCP, Poor suit 3♠ = Max HCP, Good suit 3NT = AKQ
- 5 **Puppet Stayman** 3♣ response to 2NT opening or 2NT rebid after 2♣ opening  
**Responses:** 3♦ = No 5 card Major, At least one 4 card Major  
 4♣ = Slam Interest in both Majors  
 4♦ = No Slam Interest  
 3♥♠ = 5♥♠  
 3NT = No 4+ card Major
- 6 **Defence to Opponents 1NT Opening**  
 2♣ F, ♥'s and a 2<sup>nd</sup> suit, At least 54, Complete with 3+ cards  
 2♦ F, ♠'s and a 2<sup>nd</sup> suit, At least 54, Complete with 3+ cards  
*(If both Majors, anchor to longer Major else anchor to ♥'s)*  
**Responses by Partner:**  
 Bid intervening suit Denies 3+ in Major  
 - Overcaller bids Major with 5 else 2<sup>nd</sup> suit  
 Bid shown Major Shows 3+ cards in suit  
 Bids 2NT Asks for 2<sup>nd</sup> suit  
 New suit To Play  
 2♥♠ NF, 5+ cards  
 2NT F, minors, At least 54



Name: Ted Booth (SBU No 19652)

Partner: Judi Lawson (SBU No 19493)

## GENERAL DESCRIPTION OF SYSTEM

Bidding Methods:-

ACOL, 12-14 NT, Weak 2♦♥♠, Standard carding (HELD)

Style of leads, signals, discards:-

Leads: 2<sup>nd</sup>/4<sup>th</sup>, MUD

Signals: HELD

Discards: HELD

## ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE

STRENGTH OF 1NT OPENERS: 12-14 HCP

2♣ RESPONSE TO 1NT OPENER IS: Stayman (Promissory)

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