

OPENING BIDS	Point Range	Min. Length	CONVENTIONAL MEANING	SPECIAL RESPONSES
1♣	12-19	4		Raises are pre-emptive 2NT = good raise
1♦	ditto	4		
1♥	ditto	4		
1♠	ditto	4		
1NT	12-14	-		Stayman 2DH = transfers
2♣	Acol	-	23+	
2♦	Multi	*	See page 4	
2♥	18+	6		
2♠	18+	6		
2NT	21-22	-		
3 bids	6-10	7		
4 bids	6-10	8		

DEFENSIVE BIDS					
OVER-CALLS	Meaning	OPPONENTS OPEN	Defensive Methods		
Simple	Natural to 15HCP	Strong 1♣	Natural		
Jump	Weak 6-10 8+card suit	Weak 1NT	Multi Landy see pg 4		
Cue Bid	Michaels	Strong 1NT	Multi Landy see pg 4		
1 NT	Direct 16-18	Weak 2	X = TO Suits natural		
	Protective Responses Natural	Weak 3	X = TO Suits natural		
2NT	Direct Unusual NT	4 bids	X = TO Suits natural		
	Protective Responses Pick from lower suits	MULTI	X = TO Suits natural		
ACTION AFTER OPPONENTS INTERVENE WITH					
Simple Overcall		Double Negative	Bids Natural		
Jump Overcall		Double Negative	Bids Natural		
Double Of 1NT see pg 4	Redouble 10+	New suit Natural	Jump in new suit Pre-emptive	Jump raise Pre-emptive	2NT Good Raise

SPECIAL USES OF DOUBLES:

SLAM CONVENTIONS	Meaning of Responses	Action over interference
Name: Blackwood	5C = 0 or 3 5D = 1 or 4 5H = 2	

Other Conventions:

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

(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	Attitude
On Declarer's lead	Attitude as appropriate
When Discarding	Reverse attitude so low = encouraging
Exceptions to above	McKenny when giving ruff of suit change required

(Please cross reference to appropriate part of card)

MULTI 2D = weak major, strong minor or balanced 19-20

After 2H Pass/2S = weak major
2NT = 19/20 balanced
3C/D = strong minor

After 2NT 3C = weak H (9+) or strong minor
3D = weak S (9+) or strong minor
Responder relays 3D or 3H and 3H/S shows weak major
other shows strong minor

3H = weak major (6-8)
3S = weak major (6-8)
Responder may pass or bid game
3NT = 19/20 balanced

Multi Landy over 1NT

- Double = Penalties
- 2C = both majors (5-5+ expected)
 - Responder picks better major or 2D for over-caller to choose
- 2D = single suited hand**
 - Responder relays 2H to find 6-card suit
- 2H = H and minor (5-5+ or 4-5 occasionally)
- 2S = S and minor (5-5+ or 4-5 occasionally)
 - Responder relays 2NT to find minor
- 2NT = minors (5-5+)

Escape when 1NT is doubled

2CDHS = weak take-out 5+card suit opener passes
Pass denies a weak hand with 5+card suit, may be strong 9+
Opener redoubles - responder bids lowest 4-card suit for take-out or passes



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Partner Ann Traill

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GENERAL DESCRIPTION OF SYSTEM

Bidding Methods:- Acol - Weak NT, with Mult 2D, 2H/S are strong

Style of leads - Standard (top of sequence, high from rubbish, low from honour)

Signals – high = encouraging, also McKenny

Discards – low = encouraging

ASPECTS OF SYSTEM WHICH OPONENTS SHOULD NOTE

2D is Multi: - a) weak major 6-cards, or b) strong minor (8+tricks) or c) 19-20 balanced

Multi Landy Defence over 1NT see Pg 4 - [2C/H/S/NT = 2-suiters, 2D = single suiter]

After double of partner's 1NT, Pass may not be 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.