

OPENING BIDS	Point Range	Min. Length	CONVENTIONAL MEANING	SPECIAL RESPONSES
1♣	10-19	4		
1♦	10-19	4		
1♥	10-19	4		
1♠	10-19	4		
1NT	12-14			See note 1
2♣	23+	0	Strong hand, 23+ or 9 Playing tricks	See notes 2, 3 & 4
2♦	6-10	6		None
2♥	6-10	6		None
2♠	6-10	6		None
2NT	21-22			See note 3
3 bids	6-10	7		
4 bids	6-10	8		

DEFENSIVE BIDS			
OVER-CALLS	Meaning	OPPONENTS OPEN	Defensive Methods
Simple	7+ points, 5+ card suit	Strong 1♣	All natural
Jump	Opening values, 6+ or 5 good card suit	Weak 1NT	
Cue Bid		Strong 1NT	
1 NT	Direct 15+ HCP	Weak 2	
	Protective Responses See note 1	Weak 3	
2NT	Direct 20+ HCP	4 bids	
	Protective Responses See note 4	MULTI	
ACTION AFTER OPPONENTS INTERVENE WITH			
Simple Overcall		Double	Bids
Jump Overcall		Double	Bids
Double	Redouble	New suit	Jump in new suit Jump raise 2NT

SPECIAL USES OF DOUBLES: Over opps weak 1NT = 15+ HCP for penalties Over opps strong NT = 18+ HCP for penalties
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SLAM CONVENTIONS	Meaning of Responses	Action over interference
Name: RKCB Gerber	See note 4	Natural

Other Conventions: See note 5

OPENING LEADS	v suit contracts	4th, 3rd and 5th;			
<div>Attach Red Spot, or hatch over, if using non-standard leads</div> Other leads:	<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>
	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>x</u> <u>xxxx</u>
(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	High encourage, low discourage, also peter
On Declarer's lead	Peter
When Discarding	No system
Exceptions to above	

SUPPLEMENTARY DETAILS

(Please cross reference to appropriate part of card)

1. Response after partner's 1NT: -
2C = Stayman, 2D = transfer to hearts, 2H = transfer to spades,
2S = 11 HCP, usually balanced
2. Response after partner's 2 clubs: -
2D = less than 8 HCP or 8+ HCP with no 5-card major or 6-card
minor, a waiting bid
2H = 8+ HCP with 5+ hearts, 2S = 8+ HCP with 5+ spades
3C = 8+ HCP with 6+ clubs, 3D = 8+ HCP with 6+ diamonds
3. Response after partner's opening 2NT bid, second bid after
opening 2C and overcall 2NT bid: -
3C = Puppet Stayman asking for a 5-card major;
3D = xfer to hearts, 3H = xfer to spades

Partner's response to 3C: -

3D = at least one 4-card major, 3H = 5-card heart suit
3S = 5-card spade suit, 3NT = no 4 or 5 card major

4. Slam conventions: -
RKCB in suit contracts.
After partner's 4NT: -
5C = 1 or 4 key cards, 5D = 0 or 3 key cards
5H = 2 key cards w/o the trump Q, 5S = 2 key cards with the
trump Q

After partner's 5NT, which asks for a King (not including the
trump King)

A bid of 6 of the trump suit = no kings

A bid of 6 of any suit = 1 king of the suit bid, 6NT = 2 Kings

Gerber after partner bids 1NT or 2NT. 4C asks for number of
Aces, 5C asks for number of Kings.

5. Directional asking bid. After opponent's interference, a bid of
the opponent's suit is asking to bid NT with a stopper in the
opponent's suit.



Name: Andrew Carnegie

Partner: Jane Carnegie.....

S.B.U. NO. 12698.....

GENERAL DESCRIPTION OF SYSTEM

Bidding Methods:- ACOL, 4 card majors, weak NT (12-14), 3 weak 2s

Style of leads, signals, discards:- Leads as per convention card, no discard system, no count, petering

ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE

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.