

OPENING BIDS	Point Range	Min. Length	CONVENTIONAL MEANING	SPECIAL RESPONSES
1♣♦	11-20	4		
1♦	11-20	4		
1♥♠	11-20	4	Jacoby 2NT GF (1) NGF over an overcall, CheckBack (2)	
1NT	12-14		May contain a 5 card Major and a 2♠=11 or weak minor/2NT=12 singleton minor	
2♣	18+		G/F or 23-24 Bal	2♦ = Relay
2♦2♥♠	6-9	6		2NT = Features (3)
2NT	20-22		Bal, May contain a singleton Ace	3♣ = Puppet Stayman 3♦♥ = Transfers 3♠ = 5♠ + 4♥
3 suit	6-10	7		New Suit F1
3NT		7	4♣/5/6♣ = Pass or Correct, 4♦ = Singleton enq	
4 suit	6-10	8		
4NT	-	-	Specific Ace Ask	

DEFENSIVE BIDS			
OVER-CALLS	Meaning	OPPONENTS OPEN	Defensive Methods
Simple	5+ at 1 level	Strong 1♣	X=both Majors Suit Natural 1NT= minors Jump = weak
Jump	Weak	Weak 1NT	X = Penalties Multi Landy (5)
Cue Bid	Michaels	Strong 1NT	X = Penalties Multi Landy
1NT	Direct 15-17	Protective 11-14	Weak 2 X = Take Out, Bid Natural Others = <i>See Details</i> (6)
	Responses Stayman / Transfers		Weak 3 X = Take Out, Bid Natural 3NT systems on Non-Leaping Michaels 5/5
2NT	Direct Unusual	Protective 19+ HCP 15-18 X 1 st (4)	4 bids X over 4♥♦♣ = T/O 4NT over 4♥ = T/O with ♠ X over 4♠ = Penalties (7)
			MULTI X=Val (T/O in 4 th), 2NT=15-18

ACTION AFTER OPPONENTS INTERVENE WITH					
Simple Overcall		Double = For T/O up to and incl 4♥		Bids = Cue = Good Raise	
Jump Overcall		Double For Take Out		Bids Natural	
Double Up to 3♠	Redouble 9+ points	New suit F1	Jump in new suit Forcing to game	Jump raise Weak	2NT Good Raise

SPECIAL USES OF DOUBLES:

X of a Major could show 4 cards in other Major
 Bid of a Major over an overcall of a Major shows at least 5 cards

When opps X our opening 1NT systems are on with a forcing pass
 xx = a minor, 2♣=Stayman and Transfers
 When opps X our 1NT overcall as above without the forcing pass
 When opps overcall then Lebenshol - FASS
 1NT by opps (2 of any) X by responder or opener is T/O

SLAM CONVENTIONS	Meaning of Responses	Action over interference
Name: Roman Key Card B/W When suit has been agreed Otherwise ordinary B/W	To Roman Keycard B/W 5♣=0 or 3, 5♦=1 or 4, 5♥=2, 5♠=2 with Q 5NT=responder to bid no of Kings	DOPI / ROPI
5NT Grand Slam Force		

Other Conventions:

4th Suit Forcing – Splinters – Long suit trial bids after a simple raise – Unassuming Cue Bids
 After 1♣-1♦-1♥-1♠ is natural - 2♠ is 4th Suit Forcing
 Long suit trial bids Splinters UCB

OPENING LEADS	v suit contracts	4th, and 2nds (10 is not an honour)			
<div>Attach Red Spot, or hatch over, if using non-standard leads</div>	<u>AK</u> <u>K109</u> <u>109x</u> <u>Hxxx</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>
	Other leads:				
	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>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	Ace for Attitude – King for Count
On Declarer's lead	Count
When Discarding	High to encourage
Exceptions to above	

SUPPLEMENTARY DETAILS

(Please cross reference to appropriate part of card)

1 Jacoby 2NT: 1Major - 2NT
3-level response Splinter
4-level suit response 5/5
4 of opener's Major To play
3 Major Stronger than minimum
3NT Balanced 15+

2 Checkback e.g. 1♦-1 Major / 1NT-2♣ - non G/F (only with interest in the Majors)
2♦ / 3♦ = Min/Max: Neither 3 in Major nor 4 in other Major
2M/3M = Min/Max: That Major, Denies other Major
2NT/3NT = Min/Max: 3 in Major and 4 in other Major

3 Feature responses to Weak 2 opening bids (only if strong):
3 of Weak 2 suit = Weak Weak 2 opening
3 of another suit = Strong Weak 2 opening, Feature in this suit
3NT = AKQ of Weak 2 suit

4 Overall of 2NT

In Direct position: Unusual Over a short ♣ shows both minors

In Protective position: 19+ (X first then 2NT = 15-18)

5 Multi-Landy After opps open 1NT
2♣ = Both Majors
2♦ = 6 card Major
2 Major = 5 card Major & a 4+ card minor
2♥/2♠-2NT-3♣/4/5♣ = pass or correct –
pre-emptive incl after interference – 2NT = strong - 2♥-2NT-3♣/3♦ = weak
2♥-2NT-3♥ = good hand with clubs/3♠ = good hand with diamonds
2♥-3♦ = to play

6 Over opponents Weak 2 opening

2NT = 15-18 (To Play, Stayman & Transfers) 3NT = To Play (Stayman & Transfers)
Leaping Michaels

7 Over opponents Weak 4M/4m opening

X over minors = Majors Double over 4♥ = ♠'s & another
4NT over 4♠ = 2 places To Play Double over 4♠ = Penalties



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GENERAL DESCRIPTION OF SYSTEM

Bidding Methods: 12-14 NT - 4 card Majors - 3 Weak Twos

Style of leads, signals, discards:

Leads: 4th and 2nds (10 not an honour)

Ace or Queen for attitude, King for count

Discards: High to encourage, Low to discourage

Suit preference when obvious

- Trump peter to show interest in the highest of remaining suits (both when leading and following)

Count: On declarer's lead (2nd discard standard count)

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.