

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

DEFENSIVE BIDS			
OVER-CALLS	Meaning	OPPONENTS OPEN	Defensive Methods
Simple	5+ cards, 8+ HCP	Strong 1♣	X=Majors, NT=minors
Jump	6 cards, 5-10 HCP	Weak 1NT	X = Penalty 2♣ = ♥'s & another 8 2♦ = ♠'s & another 2 Major = Natural
Cue Bid	Michaels (Weak or Strong)	Strong 1NT	As per 1NT 8
1 NT	Direct 15-17	Protective 11-14	X = T/O with Leb, Suit = NF 2NT = 15-17 (Puppet, Transfers)
	Responses As 1NT opening	Weak 3	
2NT	Direct UNT	Protective UNT	X = T/O
	Responses	MULTI	As Weak 2

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 st 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 th , 2 nd 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 th , 2 nd from bad suits, MUD			
	AKx(x) K109 10xxx Hxxxx	AJ10x QJ10 109x Hxxx	KQ10 QJx 987x xx	KQx J10x Hxx xxx	KJ10 10xx Hxxxx 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 = Rev Att, K = Rev Count (except unblock vs NT)
On Declarer's lead	Rev Count vs suit Rev Smith Peter vs NT
When Discarding	Rev 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 = 2nd suit, 4+ cards, 2+ of AKQ
 3 Major = Above Min, Extra length 4 Major = Min, Extra length, No shortage
 3NT = Above Min, Balanced
- 2 **Fit Jumps** **ONLY** over suit/X interference
 Limit Raise, 4+ card support (Min KJ10x in suit)
- 3 **Bergen Raises** **OFF** over suit/X interference
 1M – 3♣ = 9-11, 4+ card support
 1M – 3♦ = 6-8, 4+ card support
 New suit @ 3-level = Stopper for NT New suit @ 4-level = Cue for Slam
- 4 **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)
- 5 **4 suit Transfers**
 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♠ Trf to 3♣, Break to 2NT if Ax+, Kx+ or Qxx+ in ♣'s
 1NT – 2NT Trf to 3♦, Break to 3♠ if Ax+, Kx+ or Qxx+ in ♦'s
- 6 **Ogust** 2NT response to Weak 2♦♥S Opening
Responses: 3♣ = Min HCP, Poor suit 3♦ = Min HCP, Good suit
 3♥ = Max HCP, Poor suit 3♠ = Max HCP, Good suit 3NT = AKQ
- 7 **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
- 8 **Defence to Opponents 1NT Opening**
 2♣ F, ♥'s and a 2nd suit, At least 54, Complete with 3+ cards
 2♦ F, ♠'s and a 2nd 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 2nd suit
 Bid shown Major Shows 3+ cards in suit
 Bids 2NT Asks for 2nd suit
 New suit To Play
 2♥♠ NF, 5+ cards
 2NT F, minors, At least 54



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Partner: Judi Lawson (SBU No 19493)

GENERAL DESCRIPTION OF SYSTEM

Bidding Methods:-

ACOL, 12-14 NT, Weak 2♦♥♠, Reverse carding

Style of leads, signals, discards:-

Leads: 2nd/4th, MUD

Signals: Reverse Attitude, Reverse Count
 Reverse Smith Peter vs NT

Discards: Reverse Attitude, Reverse Count,
 Reverse Smith Peter vs NT

ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE

STRENGTH OF 1NT OPENERS: 12-14 HCP

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.