OPENIG BIDS	Point Range	Min. Length	CONVENTIONAL SPECIAL MEANING RESPONSES			
1.*	12+	1	Nat 5+ Transfer 1-level,1NT: 5+ C F 2C: 5+ D F, or 17-19 NT 2 NT: GF no major, 3C: 4+C, NF			
1 ♦	12+	4	1N:6-12,2D Multi,2NT:Stenbergs note 1			
1♥	12+	4	1	1N = 6 - 12, 2 over 1 GF, 2NT :see note 2		
1 ♠	12+	4	1N = 6 - 12, 2 over 1 GF, 2NT :see note 2			
1NT	14-16		See note 3			
2*	Strong	0	20 + NT or strong Any	2D relay, 2 major 5+ not forcing 2NT min 5-5 any see note 6		
2♦	Multi	0	6+ in major 6-9 or 6+ in minor 10-13 or 22+ NT	2H relay, 2S interest if H, 2NT: enquiry; see note 7 3 level: forcing		
2 major	10-13	6	6+ in major 10-13	2S 5+ forc , 2NT relay: see note 8 3 in major : not forcing ; 3 other GF 4 new : void		
2NT	13-16	2	6+ minor balans.no major	3C: to play (possible G if D), 3D:to play or G if C .3 major: 5+ forc, 4C : slamintr, 4D: bid best Major		
3 bids 3 NT	3 – 12 8 +	6/7 7	Precenting Gambling solid minor	4C :pass or correct , 4D :GF , 4 major :nat		
4 minor	7+	7	Texas Solid major	Relay ask for void, 5 new asking control		

DEFENSIVE BIDS				
OVER CALLS	MEANING	OPPO OPEN	DEF METHODS	
Simple	10 - 16 HP ( over 1c = syson )	Strong 1.	Convential see note 4	
Jump	6 + weak ( over 1c = syson )	Weak 1NT	Gladiator see note 5 After passed : DONT	
Cue Bid	Michaels Highest+ lower ( over 1 cl = syson )	Strong 1NT	DONT except 2Sp= 5S + min 5minor	
1 NT	Direct Protective 15 – 18 11 - 14	Weak 2	X= T/O , 2NT : 15-18 Puppet	
	Responses :Sys On	Weak 3	X = sugg penaltry, Lowest minor T/O	
2NT	Direct Protective 18-20 UNT Sys On	4 bids	X - opt	
		MULTI	X = T/O, 2NT: 15-18 Puppet	

### **ACTION AFTER OPPONENTS INTERVENE WITH**

Simple Overcall	Double : T/O	2NT : GT supp in major , nat in Minor NF	Bids :	NF/Jump new suit F
Jump Overcall	Double :	T/0 to2S , lowest minor T/O 3/4 level	Bids :	2NT GT supp Others Natural

#### SPECIAL USES OF DOUBLES:

Doubles slam in suit : find my void

Doubles on 3NT: see note 9

Doubles of conventional bids (eg opposition transfers) are lead directing / suit showing Doubles on 3 level or higher : strong suggest penaltry ( after pass / or reopen = T/O )

SLAM CONVENTIONS	Meaning of Responses	Action over	Action over interference		
Name: RKCB	1/4, 0/3, 2/5 Without Q, 2/5 with Q. I Void responses: 5N even, 6 New odd + higher void		DOPI / ROPI OVER		
Cue bids			ALL		

Other Conventions:

Mini- Splinters in 3 level

Gambling 3NT- denies outside Ace,4C pass/correct, 4D forci. Lebenzohl Neg inviting bids in unconteste

OPENING LEADS	v suit	3rd or 5th;			
	contracts				
Attach Red Spot, or hatch over, if using non- standard leads	<u>A</u> K K10 <u>9</u> <u>10</u> 9x Hx <u>x</u> x xx <u>x</u> xx	<u>A</u> Kx QJ <u>10</u> 98 <u>7</u> x Hx <u>x</u>	<u>K</u> Q10 AJ <u>x</u> x 10x <u>x</u> x <u>x</u> x	<u>K</u> x <u>J</u> 10x Hx <u>x</u> x xx <u>x</u>	KJ <u>10</u> 10x <u>x</u> Hx <u>x</u> x <u>x</u> xx <u>x</u> x
Other leads: Ace	v NT	<b>2</b> <sup>nd</sup> <b>or 4</b> <sup>th</sup> , 3rd a	nd		
Queen for Attitude,	contracts	5 <sup>th</sup> in partners			
King for count		suit;			
	AKx(x)	A <u>J</u> 10x	K <u>Q</u> 10	<u>K</u> x	K <u>J</u> 10
	K <u>10</u> 9	Q <u>J</u> 10	A <u>J</u> xx	J <u>10</u> x	10 <u>x</u> x
	10xx <u>x</u>	10 <u>9</u> x	9 <u>8</u> 7x	H <u>xx</u>	Hxx <u>x</u> x
	Hxx <u>x</u> x	Hxx <u>x</u>	х <u>х</u>	x <u>x</u> x	x <u>x</u> xx
(le all the send combinations shows sincle the send severally lead if different from					

(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	Reverse attitude
On Declarer's lead	Reverse counting ( only when needed ) Reverse Oddball in NT
When Discarding	Reverse attitud
Exceptions to above	After A or K in NT

# SUPPLEMENTARY DETAILS (Please cross reference to appropriate part of card)

#### Note 1 Stenbergs 2 NT after 1 D 2NT show trumpsupport without 4 c major and forcing to game Responses: New suit 3 level =short, 3D:extras without shorts, 3NT: Min Note 2 Stenbergs in Majors 2NT show trumpsupport and forcing to game. Responses: 3C =min, 3D= extras without shorts, 3H/3S/3NT: show extras and short C/D /other major . New suit 4 level void Note 3 Responses to 1NT 2C: Truscot asking for major, can be weak, at least one major. Answer 2H with both. 2D/2H: Transfer. With 4-cards support breaking bid /2NT max/, New suit short /3 Major min 2S: combined question for min/max and best minor. Weak or strong 2NT: inviting with 6 cards minor 3 Minor: stopbid 3 Major :: 6 cards inviting to slam 4 Minor: 6+ inviting to slam After interference bid : D: if T/O we play DONT; Afte4 2C: we play our system 2level show suit: D =T/O ,2NT Lebenzohl , 2-level is NF ,3 level inviting, jump is forcing 2level not show suit : D = my suit or T/O; others nat 3level: D penaltry, lowest minor T/O Note 4 Convential after strong C D= T/O , 1-level = nat . From 1NT to 3D interference-bid and convential 1NT/2NT= 2suited C+H/or D+S; 2/3 level = 5+ or the nearest 2 suits(min 4/5 or 5/4) From 3S= Nat Note 5 Gladiator over weak 1NT( max 14 p ) D = T/O 15+ Our bidding as per own opened 1 NT 2C = 4 c Major + 5c Minor / alt strong 1 suited hand 2D = both majors (can be 4-4) 2Maior = nat 5+ 2NT = both minors min 5-5/ alt strong both Majors 3-level: intermediate Note 6 2C - 2 NT-3C -3D: D+major, 3H: H+S/or C, 3S: S+C, 3 NT: C+D Note 7 2D - 2 NT: 3 minor = min, 3H: nat min, 3S: nat min, 3NT: minor max, 4C/D max in H/S Note 8 2major -2NT 3C: any short not min/3D now Asking / 3H = C, 3S = D, 3NT= other major 3D: solid / or semisolid. 3maior: min 3 other major: nat 4+ 3NT: max not to other bid above 4minor: nat 5+ 4major: 7+ not to 3D above Note 9 D alt 1: lead My suit / alt 2: if both have bid: play your suit / alt 3: no own bid: lead dummies / alt 4: lead a major, which is mine



Name: Thomas Samuelsson Partner: Daniel Gustavsson

SWEDEN in team Andy Philip

Both players of a partnership must have identically completed convention cards.

#### **GENERAL DESCRIPTION OF SYSTEM**

Bidding Methods:- Acol, 1C: conv., 14-16 NT, Multi 2C/2D

Style of leads, signals, discards:-

In NT: 2/4:th, in partners bidden suit 10/12 rule

In suit: 10/12 rule 2/4<sup>th</sup> throw declarer

Discards : reverse atttitud Lenghsignal : reverse

Oddball (only in NT): reverse

## ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE

Transfers 1 level after opening 1C. Answer 1S weak 0-5 or NT 6-12 Multi opening 2D( weak major , intermidiate minor ,NT 22+

2 Major: 6+ 10-13 p

1NT-2C: Truscot (can be weak) show min one 4 cards major

2NT: 6+ minor 13-16 p

STRENGTH OF 1NT OPENERS: 14-16