

OPENING BIDS	Point Range	Min. Length	CONVENTIONAL MEANING	SPECIAL RESPONSES		
1♣	11+	3	<b>Better minor</b>  <b>5 card majors</b>	Limit raises 1 NT response 5-9 points 2 over 1 change of suit 10+ points. Jump shift 13+ points		
1♦	11+	3				
1♥	11+	5				
1♠	11+	5				
1NT	15-17		Balanced	Stayman, transfers, including minors		
2♣	23+		Game force or 8 playing tricks in a major	2D – negative, 2NT double negative		
2♦	6+		3 way. Note 1			
2♥	6+		2H and 2S are Lucas,			
2♠	6+		Note 2			
2NT	21-22		balanced	Stayman, transfer to majors		
3 bids	6+	7	Pre-empt			
4 bids	10+	7	Pre-empt			
DEFENSIVE BIDS						
OVER-CALLS	Meaning		OPPONENTS OPEN	Defensive Methods		
Simple	10+ HCP, 5 card suit.					
Jump	6+ HCP, 6 card suit Note 3		Weak 1 NY	ASTRO		
Cue Bid			Strong 1NT	ASTRO		
1 NT	Direct 15+ 11-14 protective	Weak 2 Weak 3		Note 5		
2NT	Minors		Multi	Note 4		
ACTION AFTER OPPONENTS INTERVENE WITH						
Simple Overcall		Double NEG to 4♦		Bids	Natural - forcing	
Jump Overcall		Double NEG to 4♦		Bids	Natural - forcing	
Double		Redouble	New suit	Jump in new suit	Jump raise	2NT
		10+. Penalty interest	Natural	Forcing	Pre-emptive	Good raise

## SPECIAL USES OF DOUBLES:

Doubles are takeout except in these penalty situations:

Double of 1NT opener  
Double when our side has made any natural NT bid  
Double when partner has opened a pre-empt  
Double of opponent's game

SLAM CONVENTIONS	Meaning of Responses	Action over interference
RKCB 1430 4NT	5C=1/4, 5D=0/3, 5H=2, 5S=2+queen	DOP1 (double=0, pass=1, next step=2 etc) ROP1 redouble 0 pass 1
5NT	Cue Bid outside kings	
Gerber (over NT only)	4D=0/4, 4H=1, 4S=2, 4NT=3	

Other Conventions: Unassuming cue bids

Checkback

Splinters

4<sup>th</sup> suit forcing

RKCB 14/30

Gerber over NT

OPENING LEADS	v Suit contracts: Top of sequence, 4 <sup>th</sup> or 2 <sup>nd</sup> highest				
	<u>A</u> K	<u>A</u> Kx	<u>K</u> Q10	<u>K</u> Qx	<u>K</u> J10
	<u>K</u> 109	<u>Q</u> J10	<u>Q</u> Jx	<u>J</u> 10x	10x <u>x</u>
	<u>10</u> 9x	9 <u>8</u> 7x	10xx <u>x</u>	Hxx <u>x</u> x	Hxx <u>x</u> xx
	Hxx <u>x</u>	Hx <u>x</u>	<u>x</u> x	<u>x</u> <u>x</u> x	<u>x</u> <u>x</u> xx
	v NT contracts: Top of sequence and 4 <sup>th</sup> highest				
	<u>A</u> Kx( <u>x</u> )	A <u>J</u> 10x	<u>K</u> Q10	<u>K</u> Qx	<u>K</u> J10
	<u>K</u> 109	<u>Q</u> J10	<u>Q</u> Jx	<u>J</u> 10x	10x <u>x</u>
	10xx <u>x</u>	<u>10</u> 9x	9 <u>8</u> 7x	Hx <u>x</u>	Hxx <u>x</u> x
	Hxx <u>x</u> x	Hxx <u>x</u>	<u>x</u> x	<u>x</u> <u>x</u> x	<u>x</u> <u>x</u> xx
CARDING METHODS	Describe Primary method. Alternative in brackets.				
On Partner's lead	Attitude – High encourages				
On Declarer's lead	Count – High card = even number and low card = odd number				
When Discarding	McKinney				
Natural					

Note 1	multi 2♦	weak (6-10) in H or S, 8bplaying tricks in C or D, 18-20 balanced Responses: relay to 2H or 2S with interest in H or 2NT asking for further information ie 3C upper range with hearts, 3D upper range with spades, lower range with hearts, 3S lower range with spades.	
Note 2	Lucas	Opening 2H or 2S shows 5 of the major and 4 of unspecified minor, weak 6- 10 points, may be 8-12 in 3 <sup>rd</sup> position. A response of 2NT asks for further description, namely 3C weak with clubs, 3D weak with diamonds, 3H upper range with clubs, 3S upper range with diamonds.	
Note 3	WIIS	Non vul against Vul Non vul against non vul Vul against Vul Vul against non vul	weak 6-10 pts intermediate 11-14 intermediate 11-14 strong 14+
Note 4	defence to multi 2♦	With a good suit, bid it. Dbl with 14+ points and no other suitable bid.	
Note 5	defence to weak 2s	Dbl is take out, 13-15 pts 2NT 16+ with a stop, stayman and transfers apply 3 suit good 6 card suit, 13-16 pts	



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## GENERAL DESCRIPTION OF SYSTEM

Strong NT, 5 card majors, better minor, multi 2♦, lucas2♥, 2♠  
McKinney discards

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## ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE

Opening 1NT is 15-17 pts, 2♣ is 4 card Stayman, transfers.

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