

OPENING BIDS	Point Range	Min. Length	CONVENTIONAL MEANING	SPECIAL RESPONSES
1♣	10-20	4	Natural	Limit raises
1♦	10-20	4	(See note 1)	1NT response = 6-9 HCP
1♥	10-20	4		2NT response = Jacoby (note 7) Splinters
1♠	10-20	4		2 over 1 change of suit = 10+HCPs
1NT	12-14			Stayman & Transfers (See note 2)
2♣	22-23 or 26-27		Strong balanced or 8PT in unspecified suit	2D = negative/waiting
2♦	24-25 Or 28-29		Strong balanced or strong in suit/s	2H = negative/waiting (<8) 2NT= 10+ balanced (slam force) Suit bid = 9+ HCP + 5+ cards(at least 2 honours)
2♥	5-9	6		Ogust responses (See note 3)
2♠	5-9	6		Ogust responses (See note 3)
2NT	20-21			Puppet Stayman(See note 10) & Transfers (See note 2)
3 bids	4-10	7	Natural Pre-empt	
4 bids	4-10	7	Natural Pre-empt	

Defensive Bids			
OVER-CALLS	Meaning	OPPONENTS OPEN	Defensive Methods
Simple	Natural- 5 card good suit	Strong 1♣	
Jump	6 card suit – 11-16 HCPs(V) 6 card suit - 5–10 HCP (NV)	Weak 1NT	Multi Landy (See note 6)
Cue Bid	Michaels (See note 4)	Strong 1NT	Nat Dbl for t/o
1 NT	Direct 16-18 HCPs	Protective Weak 2	Double for T/O 2NT=17-19HCP
	Responses As to 1NT opener	Weak 3	Double for T/O 3NT= 20+HCP
2NT	Direct Unusual (See note 5)	Protective 4 bids	Double is optional
	Responses	MULTI	Double for T/O

Action When Opponents Open					
Simple Overcall		Double Negative to 4D		Bids	Natural/forcing for 1 round
Jump Overcall		Double Negative to 4D		Bids	Natural/forcing for 1 round
Double	Redouble	New suit	Jump in new suit	Jump raise	2NT
	10+ HCPs Penalty interest	Nat F/1 Good suit	Natural strong	Pre-empt	Sound raise

SPECIAL USES OF DOUBLES:

Double up to 4d = Negative double,
T/O dbl or ‘bid again’

Double of 1NT = penalty

Double after 3NT = penalty

Partner opens 1NT, opponents bid. Dbl if that was

The bid you were going to make (STOLEN BID)

SLAM CONVENTIONS	Meaning of Responses	Action over interference
Name: Roman Keycard Blackwood (1430) 4NT 5NT	5C = 1/4keycards; 5D = 0/3 keycards; 5H = 2/5 keycards (without trump queen); 5S = 2/5 keycards (with trump queen) Cue bid outside kings	
Gerber after an opening 1NT or 2NT (or 2NT reached via 2C/2D)	Opener replies 4D = 0/4 aces; 4H = 1 ace; 4S = 2 aces; 4NT = 3 aces 5C now asks for kings; 4NT is a sign off	

Other Conventions:

Unassuming Cue bids*

Fourth suit forcing

Wriggle – escape transfer after 1NTx

Checkback Stayman**

OPENING LEADS	v suit contracts	4th, 3rd and 5th;		
<div>Attach Red Spot, or hatch over, if using non-standard leads</div>	<u>AK</u>	<u>AKx</u>	<u>KQ10</u>	<u>KQx</u>	<u>KJ10</u>
	<u>K109</u>	<u>QJ10</u>	<u>QJx</u>	<u>J10x</u>	<u>10xx</u>
	<u>109x</u>	<u>987x</u>	<u>10xxx</u>	<u>Hxxx</u>	<u>Hxxx</u>
	<u>Hxxx</u>	<u>Hxx</u>	<u>xx</u>	<u>xxx</u>	<u>xxx</u>
Other leads:	v NT contracts	4th, 3rd and 5th;		
	<u>AKx(x)</u>	<u>AJ10x</u>	<u>KQ10</u>	<u>KQx</u>	<u>KJ10</u>
	<u>K109</u>	<u>QJ10</u>	<u>QJx</u>	<u>J10x</u>	<u>10xx</u>
	<u>10xxx</u>	<u>109x</u>	<u>987x</u>	<u>Hxx</u>	<u>Hxxx</u>
	<u>Hxxx</u>	<u>Hxxx</u>	<u>xx</u>	<u>xxx</u>	<u>x</u> <u>xxx</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	Reverse attitude
On Declarer's lead	
When Discarding	Reverse attitude
Exceptions to above	

SUPPLEMENTARY DETAILS

(Please cross reference to appropriate part of card)

- Note 1** 4/4/3/2 hands with 15 –19 HCPs open 1H with both majors, 1c with both minors and the major with a major and a minor
- Note 2** Transfers over 1NT and 2NT, 2 (3) D and 2 (3) H promises 5+ cards in the suit above
Transfer to the minors 1NT – pass -2S Opener responds 3C, advancer passes or bids 3D
- Note 3 Ogust** responses
2H - pass - 2NT - pass, opener now shows his strength as follows:-
3C* = lower strength (5-7) – poor suit (1 honour)
3D* = lower strength (5-7) - good suit (2 honours)
3H* = upper strength (8-9) – poor suit (1 honour)
3S* = upper strength (8-9) – good suit (2 honours)
3NT = 9 points with AKQxxx of suit bid
- Note 4 Michaels**
1M 2M overcall shows 5+/5+ with the other major and a minor
2NT by advancer asks for minor
1m 2m overcall shows 5+/5+ in the majors
- Note 5 Unusual 2NT**
1M 2NT overcall shows 5+/5+ with both minors
1m 2NT overcall shows the other minor and hearts
- Note 6 Multi Landy over a 1NT opening bid:**
2♣ = Both majors (5 - 5 shape & ≥ 8 HCP or 5 - 4 shape & ≥ 10 HCP)
2♦ = 6+ card major & 10 -14 HCP
2♥/2♠ = 5+ card major & 4+ card minor & 10 - 14 HCP
2NT = Both minors (5 – 5 shape & 10 - 14 HCP)
3♣/3♦ = 6+ card minor & 10 -14 HCP
3♥/3♠ = 7 card major & 5 - 9 HCP
- Note 7 Jacoby**
4 card support of major and opening points
Opener bids new suit showing singleton or void. Any strength
Opener rebids 4H/4S with minimum hand . No singleton or void
Opener bids 3NT showing 15+ HCP and balanced hand
Opener jumps in new suit – strong second suit
Opener rebids 3H/3S with good hand/slam interest/ no singleton or void
After 3H/3S responder cue bids/ bids RKCB/ signs of in 4H/4S
- Note 8 Unassuming Cue bid** 8+ HCP and support for partner's overcall
- Note 9 Checkback Stayman** Over 1nt rebid, 2C* from responder asks for one of three features – 5 cards in opener's major, 3 cards in responder's major or 4 cards in unbid major
2 D* denies a feature
After 2nt rebid over 2 level response, 3c* asks about points & a feature
3d* shows 18 – 19 HCP
3H* shows 15 – 17 HCP and a heart features
3S* shows 15 – 17 HCP and a spade feature
3NT shows 15 – 17 HCP and no feature
After 3D* response either player can show a major feature
- Note 10 Puppet Stayman**
After 2NT opener or 2NT via 2d*/2c* , 3c* by responder is Puppet Stayman and is game forcing.
Opener responds 3d* with at least 1 four card major, 3h or 3s with 5 cards or 3NT if no 4 or 5 card major.
After 3d*, responder bids the 4 card major she doesn't have or 4c* (Slam invitational with both majors & asks opener to bid her 4 card major) or 4d* (game interest and both majors and asks opener to bid her major)



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GENERAL DESCRIPTION OF SYSTEM

Attach or hatch over
GREEN spot for natural or simple systems
BLUE spot for Strong Club or Strong Diamond systems
RED spot for highly artificial systems

ACOL with Benji Weak Twos and 12-14 NT

Style of leads, signals, discards:-

Standard leads and Reverse Attitude

ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE

Weak twos in the Majors
Intermediate jump overcall (V)
Weak jump overcall (NV)
Double Penalty over weak 1NT / Negative through 4D
Slam Bids 4NT = RKCB 1430 / Gerber over 1NT/2NT openers
Standard Leads
Signals & Discards Reverse Attitude & Suit Preference

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.