

OPENING BIDS	Point Range	Min. Length	CONVENTIONAL MEANING	SPECIAL RESPONSES
1♣	10-20	4	Natural (See note 1)	Limit raises 1NT response = 6-9 HCP 2NT response = 11-12 HCP 2 over 1 change of suit = 10+HCPs Major suit jump shift (6cd suit 13+HCP's) Splinters Stayman, Major suit Transfers + McKendrick (see Note 2)
1♦	10-20	4		
1♥	10-20	4		
1♠	10-20	4		
1NT	12-14			
2♣*	22-23 or 26-27		Strong balanced or 8 playing tricks in unspecified suit	2D = Relay After 2h/s, single raise shows an ace, game raise = no ace
2♦* G.F.	24-25 or 28-29		Strong balanced or strong in suit/s	2H = negative (<8) 2NT = 10+ balanced (slam force) Show own suit (5+cards & at least 2 honours)
2♥/♠	5-10	6		Ogust responses (See note 3) Change of suit is to play
2NT	20-21			PuppetStayman (See note 8)& Transfers (See note 2)
3 bids	4-10	7	Natural Pre-empt	Change of suit forcing for one round (game try)
4 bids	4-10	7	Natural Pre-empt	
4NT*	11 playing tricks		5♣* = 0 aces. With one ace, cue bid ace. 5NT* = 2 aces	

DEFENSIVE BIDS			
OVER-CALLS	Meaning	OPPONENTS OPEN	Defensive Methods
Simple	Natural- 5 card good suit. In protective position – min 8 hcp and good suit	Strong 1♣	Natural
Jump	6 card suit 11 -16 HCP 6 card suit approx 15 hcp & 7 tricks in protective position	Weak 1NT	Multi-Landy (See note 6) Dbl for penalties (16+ HCP)
Cue Bid	Michaels (See note 4) Cue bid opps' suit to ask if partner has a stop in that suit	Strong 1NT	Natural
1 NT	Direct 16-18 HCPs Protective 11 - 14 Responses As to 1NT opener	Weak 2	Double or bid own suit 2NT = 17 - 20 Balanced and double stopper in suit bid
		Weak 3	3NT = 20+HCP Balanced and double stopper in suit bid Double for t/o or bid own suit 4NT* = at least 5/5 in the minors
		Weak 3h/s	
2NT	Direct Unusual (note 5) Protective 19 - 22 Responses as to 2 NT0pener	4 bids	Double is optional
		MULTI	Double for Take-out

ACTION AFTER OPPONENTS INTERVENE WITH					
Simple Overcall		Double Negative to 4D		Bids	Natural/forcing for 1 round
Jump in a new suit		Double Negative to 4D		Bids	Natural/forcing for 1 round
Double	Redouble	New suit			
	10+ HCPs Penalty Int	Nat F/1 Good suit	Natural strong	Pre-empt	Sound raise

SPECIAL USES OF DOUBLES:	
-Double up to 4d can mean negative double, take out double or 'bid again' Re-opening dbl ,asking partner to bid again if possible -Double at game level is for penalties -Double of 1NT(weak) = Penalties (≥ 16 HCP) -Partner opens 1NT and Opponents bid. - Double if that was the bid you were going to make (Stolen bid). -Partner bids 1NT, RHO bids 2 of a suit, you, as responder passes, and 3 rd in hand passes. A Double from opener now shows a useless doublet opponent's suit. Responder bids best suit or leaves in the double.	T/O Dbl in protective position = 9+hcp Dbl, then rebid NT = 15 – 18 hcp in protect position If 17 – 21 HCP, double first then bid suit If 19 -21 HCP and balanced, double first, then bid NT Dbl of opponent's transfer = 5+cards in the artificial suit

SLAM CONVENTIONS	Meaning of Responses	Action over interference
Name: Roman Keycard Blackwood (1430) 4NT 5NT Gerber after an opening 1NT or 2NT (or 2NT reached via 2C/2D)	5♣ = 1/4, 5♦ = 3/0, 5♥ = 2/5 - Q, 5♠ = 2/5 +Q With all 5 keycards + trump queen, Cue bid outside kings 4♦ = 0 or 4; 4♥ = 1: 4♠ = 2; 4NT = 3 5♦ = 0 or 4; 5♥ = 1: 5♠ = 2; 5NT = 3	DOPI/ROPI

Other Conventions: Unassuming Cue bids FSF Wriggle Checkback Stayman (See note 10)

OPENING LEADS	v suit contracts	4th, 3rd and 5th;			
<div>Attach Red Spot, or hatch over, if using non-standard leads</div>	<u>A</u> K <u>K</u> 109 <u>10</u> 9x Hxx <u>x</u>	<u>Δ</u> Kx <u>Q</u> J10 <u>9</u> 87x Hx <u>x</u>	<u>K</u> Q10 <u>Q</u> Jx <u>10</u> xx <u>x</u> <u>x</u> x	<u>K</u> Qx <u>J</u> 10x Hxx <u>x</u> xx <u>x</u>	<u>K</u> J10 <u>10</u> xx Hxx <u>xx</u> xx <u>xx</u>
	<u>Δ</u> Kx(<u>x</u>) <u>K</u> 109 <u>10</u> xx <u>x</u> Hxx <u>xx</u>	<u>A</u> J10x <u>Q</u> J10 <u>10</u> 9x Hxx <u>x</u>	<u>K</u> Q10 <u>Q</u> Jx <u>9</u> 87x <u>x</u> x	<u>K</u> Qx <u>J</u> 10x H <u>x</u> <u>x</u> xx <u>x</u>	<u>K</u> J10 <u>10</u> xx Hxx <u>xx</u> x xx <u>xx</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; suit preference on ace lead and singleton in dummy, and when returning suit for partner to trump
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 minor with a major and a minor
4/4/4/1 hands – open lowest 4-card suit
- Note 2** Major suit transfers over 1NT and 2NT; 2 (3) D and 2 (3) H promises 5+ cards in the suit bid. **McKendrick** Over opening 1NT, 2NT by responder is balanced with 12 HCP. 2♠ is either balanced with 11 HCPs or a 6 card minor suit. Opener rebids 3♣ with 13-14 or 2NT with 12-13. Responder passes or corrects to 3♣, 3♦ or 3NT.
- 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 overall shows 5+/5+ with the other major and a minor
2NT by advancer asks for minor
1m 2m overall shows 5+/5+ in the majors
- Note 5** Unusual 2NT
1M 2NT overall shows 5+/5+ with both minors
1m 2NT overall 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 or 5 card major with no 4 card minor
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** NT Rebids
1NT over 1 of a suit = 15/17pts
2NT over 1 of a suit = 18/19 points (Forcing for 1 round)
2NT over 2 of a suit = 15-19points (Game Force)
- Note 8**
Puppet Stayman over 2NT
3♣* asks for 4/5 card major
3♦* promises at least one 4 card major
Responder bids 4 card major he doesn't have
Opener bids appropriate game
3♥/♠ promises 5 cards
3NT* denies 4 or 5 card major
After 3♣* - 4 ♣* slam invite with both majors
After 3♦* - 4 ♦* game values and both majors. Asks opener to bid her major
- Note 9** After suit o'call by RH opponent when Opener has bid 1NT, a bid at 2 level by Resp is natural and to play. A jump bid to the 3-level is a game force. A bid at the 3 level,(if that is lowest available level) is invitational.
- Note 10**
Checkback Stayman
Over 1NT rebid responder asks for 5 cards in opener's major, 3 cards in responder's major or 4 cards in unbid major.
2d* denies hearts and spades
After 2NT rebid over 2 level response, 3c asks about points and a feature
3d* shows 18 -19 hcp
3h shows 15 -17 hcp and a heart feature
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 feature



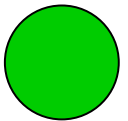
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GENERAL DESCRIPTION OF SYSTEM

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

ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE

Weak No Trump

Weak Twos in the Majors

Intermediate Jump Overcall

DoublePenalty over weak 1NT / Negative through 4D

Slam Bids 4NT = RKCB 1430 / Gerber over 1NT/2NT openers

Standard Leads

May open 1NT with a 5 card major if no suitable rebid

Signals and discards Reverse Attitude & Suit Preference

2♣* response to 1NT opener is Stayman

Transfers* to Hearts and Spades over 1NT (see note 2)

2♠* response to 1NT opener is McKendrick (see note 2)

2NT response to 1NT opener is 12 points

3♣* response to 2NT opener is Puppet Stayman (see note 8)

Both players of a partnership must have identically completed convention cards.
Cards must be exchanged with opponents for each round.