

OPENING BIDS	Point Range	Min. Length	CONVENTIONAL MEANING	SPECIAL RESPONSES
1♣	11-19	2	Opening hand; No 5cM	
1♦	11-19	4	Opening hand; No 5cM	
1♥	11-19	5		INT 6-11HCPs F1; 2♣/♦Nat GF
1♠	11-19	5		INT 6-11HCPs F1; 2♣/♦/♥Nat GF
1NT	15-17	BAL		SEE NOTE 1
2♣	GF	N/A		2♦ Relay; other bids NAT values
2♦	5-10	6		2NT 16+HCPs Ogust (Note 2)
2♥	5-10	6		2NT 16+HCPs Ogust (Note 2)
2♠	5-10	6		2NT 16+HCPs Ogust (Note 2)
2NT	20-22	BAL		3♣ Stayman; 3♦/♥ Transfers
3 bids	<11	7	Pre-emptive	
4 bids	<11	7	Pre-emptive	

SPECIAL USES OF DOUBLES:

Negative Doubles to imply 4+ cards in both unbid Suits (especially the Major)
 Lightner X of Slam = Find unusual lead, partner
 Double may be a step in a COMP auction
 Third Double by the partnership is penalty (As are any subsequent doubles)
 Capaletti when OPPS open 1NT (See Note 8)

SLAM CONVENTIONS	Meaning of Responses	Action over interference
Name:		
Gerber	4♦ = 0 or 4 Aces; 4♥ = 1; 4♠ = 2; 4NT = 3	Note 11
RKCB	See Note 12	See Note 12

Other Conventions:

Double jump response to partner's suit opening = Splinter agreeing suit; thereafter cue bids

DEFENSIVE BIDS			
OVER-CALLS	Meaning	OPPONENTS OPEN	Defensive Methods
Simple	SEE NOTE 3	Strong 1♣	Natural but sound
Jump	5-10HCPs; NAT 6+ Card suit	Weak 1NT	Cappelletti – See Note 8
Cue Bid	Michaels or UCB (Notes 4/5)	Strong 1NT	Cappelletti – See Note 8
1 NT	Direct 15-17	Weak 2	X = T/O; Bids NAT
	Protective 12-14 Responses System ON	Weak 3	X = T/O; Bids NAT
2NT	Direct Unusual (Note 6)	4 bids	See Note 9
	Protective 18+ BAL Responses See Notes 6 and 7	MULTI	See Note 10

ACTION AFTER OPPONENTS INTERVENE WITH

Simple Overcall	Double	Negative	Bids	Natural; F1
Jump Overcall	Double	Implies other 2 suits	Bids	Natural; F1
Double	Redouble	New suit	Jump in new suit	Jump raise 2NT
	10+ HCPs	NAT F1	Weak	Competitive Nat; cover

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>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	987x	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
Other leads:		v NT contracts	4th, 3rd and 5th;	
IGNORE THIS SECTION. PLEASE SEE NOTE 13 FOR OUR LEADING STYLES (In all the card combinations shown, circle the card normally lead if different from standard i.e. underlined card)		<u>A</u> Kx(<u>x</u>)	A <u>J</u> 10x	<u>K</u> Q10	<u>K</u> Qx
		<u>K</u> 109	<u>Q</u> J10	<u>Q</u> Jx	<u>J</u> 10x
		10xx <u>x</u>	<u>10</u> 9x	987x	Hx <u>x</u>
		Hxx <u>x</u> x	Hxx <u>x</u>	<u>x</u> x	<u>x</u> <u>x</u> x
					<u>x</u> xx

CARDING METHODS	Describe Primary method. State alternative in brackets.
On Partner's lead	Reverse Attitude (Standard Count, Suit Preference, Necessary Play)
On Declarer's lead	Standard Count (Reverse Attitude, Suit Preference)
When Discarding	Reverse Attitude (Standard Count)
Exceptions to above	We may Falsecard

SUPPLEMENTARY DETAILS

(Please cross reference to appropriate part of card)

Note 1: Responses to our 1NT Opening

2♣ Stayman; 2♦♥ Transfers to ♥ and ♠ respectively

2♠ Transfer to ♣s; 3♣ Transfer to ♦; 2NT is an invite to 3NT

4♦♥ transfers to ♥♠ respectively; thereafter cue bids

Note 2: Responses to 2NT Ogust

3♣♥ 1 of AKQ in suit; 3♦♠ = 2; Majors Max, 3NT AKQ

Note 3: Overcalls are sound at the 1-level.

At the 2 level, may be competitive (8+HCPs with good suit)

Note 4: When the opponents open a suit, a direct cue bid of that suit is 5+/5+ distribution in 2 highest ranking unbid suits

Note 5: Cue bids show a good raise of partner's suit

Note 6: Unusual 2NT over opponent's 1-of-a-suit opening:

5+/5+ distribution in the 2 lowest ranking unbid suits

Responses are Sign-Off or denying preference

Note 7: Responses to Protective 2NT include Stayman/Transfers

Note 8: 2♣ Single-suited hand (6+ cards), 10-14HCPs

2♦ At least 5-4 distribution in the Majors

2♥♠ At least 5 Cards in the bid Major; 4+ cards in a Minor

2NT At least 5 Cards in both Minors

X = Penalty (expect at least more HCPs than 1NT Opener)

Note 9: Double of 4♥ Opening and below usually takeout.

Double of 4♠ Opening and above Penalty. 4NT 2-suited hand

Note 10: Double of a Multi 2 Opening is usually lead directing. Bids are natural and non-forcing.

2NT = 16-19 HCPs promising a stop in both majors.

Note 11: Gerber in response to 1NT and 2NT openings only.

Step-process if interference; Pass = 0; X = 1 etc

Note 12: 5♣ 0 or 3 Key Cards; 5♦ 1 or 4. 5♥ 2 or 5 Key Cards without

Trump Queen; 5♠ 2 or 5 with. 4NT-5♣♦-next suit up (non trump) Q ask

4NT-Response-5NT Confirms all Key Cards; asking for specific Kings

With interference, step-process response. Pass first step; X second step

Note 13: 4th highest from good suit; 2nd highest from bad. "Good" suit generally must

have

A, K or Q. Leads of K asks for Standard Count. Leads of A/Q ask for Reverse Attitude

Suit Preference may also apply



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GENERAL DESCRIPTION OF SYSTEM

Bidding Methods:- 5-Card Majors; Two-Over-One

Style of leads, signals, discards:- See Note 13 and overleaf

ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE

5-Card Majors

2/1 GF (Natural non-jump 2-level response to 1♥♠ Open is GF)

2♦♥♠ Opening is 5-10 HCPs; 6+ cards in bid suit

2♣ Opening is an Artificial Game Force (strongest opening bid)

STRENGTH OF 1NT OPENERS: 15-17

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.