

OPENING BIDS	Point Range	Min. Length	CONVENTIONAL MEANING	SPECIAL RESPONSES
1♣	10-20	4	Over interference 1H-(1S)-2S gd raise in H 9+ 1H-(1S)-2NT natural -Note 2 2NT response = Jacoby 3NT response = 12-15 balanced	Limit raises 1NT response = 6-9 2over1 change of suit =
1♦	10-20	4		
1♥	10-20	4		
1♠	10-20	4		
1NT	12-14		2+ cards in all suits	Stayman , 4-suit transfers (Note 7)
2♣	18+		GF unless the rebid is 2NT (23-24)	2D = relay, 2H/2S (5 card suit with 2/3 top honours)
2♦/♥/♠	5-9	6		CoS F1, 2NT enquiry for high card feature if non-min (note4)
2NT	20-22			5-cd puppet Stayman , M xfers 3S = minor suit stayman (5/5)
3 bids	4-11	7	pre-emptive – 6/7 playing tricks, 3NT= solid minor	
4 bids	4-11	8	pre-emptive 7/8 playing tricks	

1 NT	Direct 15-18	Protective 11-14	Weak 2	Dbl = T/O, 2NT = 17-19 HCP, Cue = stop ask for NT
	Responses as opening 1NT		Weak 3	Dbl = T/O, 3NT to play
2NT	Direct Unusual (Wk or Strong)	Protective 20-22*	4 bids	Dbl – T/O over 4♣♦/♥, penalty over 4S, 4NT = 2 places to play,
	*Responses as opening 2NT		MULTI	Dbl = 13-16 HCP, 2NT = 17-19 Others NAT

ACTION AFTER OPPONENTS INTERVENE WITH

Simple Overcall		Double	Negative to 3S	Bids	NAT, F1 cue bids
Jump Overcall		Double	Negative to 3S	Bids	NAT, F1 cue bids
Double	Redouble	New suit	Jump in new suit	Jump raise	2NT
	10+ penalty interest	NAT, F1	Fit jump (passed hand)	Pre-emptive to level of fit	10+ points Good raise

DEFENSIVE BIDS

OVER-CALLS	Meaning	OPPONENTS OPEN	Defensive Methods
Simple	7-17 pts, 5+ cards, gd suit	Strong 1♣	NAT
Jump	Weak – 6-9/10 points, 6cd suit	Weak 1NT	Multi-Landy (Note 6), Dbl = pen
Cue Bid	Michaels (Wk or Strong)	Strong 1NT	Multi-Landy (Note 6, Dbl = pen

SPECIAL USES OF DOUBLES:

Negative doubles through 3S Double of a conventional bid shows that suit

Double then bid a suit is strong 18+

Penalty doubles of all opps NT bids

SLAM CONVENTIONS	Meaning of Responses	Action over interference
Name: RKCB	5C = 1 or 4 key cards, 5D = 0 or 3 key cards 5H = 2 no trump Q, 5S = 2 + trump Q 5NT + 2 + void	
4C = Gerber over opening 1NT and /2NT	5NT = K ask – bid lowest K with 2 Ks bid 6NT 4D= 0/4, 4H = 1, 4S = 2, 4NT = 3	

Other Conventions: UCBs, Splinters (10-14), Michaels (Note 5), Checkback Stayman over 1/ 2NT

rebids (Note 3), 4th Suit Forcing (2-level to 2NT, 3-level to game),

Minorwood

Long suit trial bids,

Lebensohl - Fast shows a stop after we double opps weak 2

- Fast shows a stop if they intervene over our weak NT

After 1NT [X] XX = unspecified 5-card suit, a bid is lower of 2 4-card

suits

OPENING LEADS	v suit contracts	4th, 3rd and 5th;
Attach Red Spot, or hatch over, if using non-standard leads	AK K109 109x Hxxx	AKx QJ10 987x Hxx KQ10 QJx 10xxx xx KQx J10x Hxxxx xxx KJ10 10xx Hxxxxx xxxx
Other leads:	v NT contracts	4th, 3rd and 5th;

<u>A</u> Kx(x)	AJ10x	KQ10	KQx	KJ10
K109	QJ10	QJx	J10x	10xx
10xxx	109x	987x	Hxx	Hxxxx
Hxxx	Hxxx	xx	xxx	x
				xxx

(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	Ace/Queen for Reverse attitude (low encourages, high discourages), King for count (HELO)
On Declarer's lead	Normal count (high-low = even number), but not on trumps
When Discarding	1 st discard = Reverse Attitude
Exceptions to above	Suit preference

Note 1 1x – 1y - 1NT = 12-14 1x – 1y - 2NT = 18-19

Note 2 1x – 2NT Jacoby – 16+ points with 4 card (or 3 with honour)support
Opener now bids as follows :

3y	= singleton or void 13+
3x	= maximum 17+, no singleton or void
3NT	= 15-16 balanced
4y	= good second 4/5-card suit, source of tricks
4x	= minimum 12-14

1x – 3NT 13-15 points balanced with min heart support

Over opp bid over 2NT 1H – 2NT – (3c) Dbl – singleton/void in clubs
3H = 17+ with club stop 3NT = 15-16 with club stop
4H = 11-14 Pass forcing

Note 3 Checkback - invitational or better – opener bids H before S

1m - 1H	1m - 1S
1NT - 2C	1NT - 2C
2D = not 3 hearts and not 4 spades	2D = not 3 spades and not 4 hearts
2H = 3 hearts, may have 4 spades	2H = 4 hearts, may have 3 spades
2S = 4 spades, DENIES 3 hearts	2S = 3 spades, DENIES 4 hearts
1H -1S-1NT-2C- 2S = 3 spades	

Note 4 2D/H/S – 2NT is an enquiry for a high card feature (A/K)
Responses : 3x = A or K in the suit, non-min
Repeat of suit = no feature and/or minimum
3NT = AKQ of opened suit

Note 5 Michaels Cue bid 1m – 2m = both majors
(6-10, or 15+) 1M – 2M = other major and a minor,
2NT asks for the minor: responses 3C/3D (weak)
3H/3S Strong and showing m)

Note 6 Multi Landy 2C = both majors, 2D from responder shows equal length
2D = 6-card major, 2H min hand pass/correct, OR relay 2S 9+ pts & int in game in hearts
2NT after 2D is artif forcing 3C H max, 3D S max,
3H H min, 3S S min
2H = 5 hearts and 4+ minor, *2NT enq minor (with 10+ points, 3C is 2S = 5 spades and 4+ minor, *2NT enquiry pass or correct)
*2NT = 3C/3D min 10-11 pts, 3H max 13-14 w clubs, 3S max diamonds

Note 8 Lebensohl after 1NT-(2M) FASS 3M directly shows 4 of other M + stop
3NT stop but not 4 of other M
Lebensohl after weak 2s 0-7 bid suit at 2 level, if not 2NT pass/correct 3C
Invitational 8-11 bid suit at 3 level or go thru 2NT if you cd bid at 2 level
FASS GF - 12+ jump in suit
2H (X) P 3H = 4spades+stop, 3NT=stop but not 4spades



Partner: Amanda Aberdour

Weak NT, Weak 2s in 3 suits

Style of leads, signals, discards:

- 4th from a good suit, 2nd from a poor suit, top of sequence
- Ace/Queen asks for reverse attitude, King asks for count
- 1st discard is Reverse Attitude

Strong jump shifts

ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE

STRENGTH OF 1NT OPENERS: 12-14

2♣ RESPONSE TO 1NT OPENER IS: Stayman (non-promissory)

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

Cards must be exchanged with opponents for each round.

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