

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	Limit raises 1NT response = 6-9 2over1 change of suit =
1♦	10-20	4		
1♥	10-20	4		2NT response = Jacoby
1♠	10-20	4		3NT response = 12-15 balanced
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	

	Direct	Protective		
1 NT	15-18	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

<u>AKx(x)</u>	AJ10x	<u>KQ10</u>	<u>KQx</u>	KJ10
K <u>109</u>	QJ10	<u>QJx</u>	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)

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	

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 <sup>st</sup> discard = Reverse Attitude
Exceptions to above	Suit preference

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

rebids (Note 3), 4<sup>th</sup> 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	<u>AKx</u>	<u>KQ10</u>	<u>KQx</u>	KJ10
	K <u>109</u>	<u>QJ10</u>	<u>QJx</u>	J10x	10xx
	109x	987x	10xxx	Hxxxx	Hxxxxx
	Hxxx	Hxx	xx	xxx	xxx
Other leads:	v NT contracts	4th, 3rd and 5th;	.....		

## SUPPLEMENTARY DETAILS

- 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 7** Breaks of xfers to Majors    3M = 4 cards and min, 2NT = 4 cards and max  
Breaks of xfers to Minors    Intervening bid shows Hxx

- 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



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## GENERAL DESCRIPTION OF SYSTEM

Weak NT, Weak 2s in 3 suits

Style of leads, signals, discards:

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

Strong jump shifts

## ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE

STRENGTH OF 1NT OPENERS: 12-14

♣ 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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