

OPENING BIDS	Point Range	Min Length	MEANING	SPECIAL RESPONSES
1♣ 1D	10 – 20 10-20	3 3		Inverted raises; 2H/S: weak(4-8;5-9) Splinters
1H/1♠	10 – 20	5		3C: 6-9, 4 card support 3D: invitational, 3 card support 3H/3♠ Pre-emptive, 2NT = sound raise to at least 3, Splinters; jump raise in other major is weak
1NT	15 - 17	2		Stayman promissory; Transfers (1). Helmic(8). 3H/3S:singleton,3 in other major
2♣	Lots	0	Game Force or 23-24 NT	2D No suitable positive
2D	5-10 (3)	6	11-15 in 4 <sup>th</sup> position	2H/2S natural and forcing ) 2NT Enquiry – Response shows stop
2H	5-10 (3)	6	11-15 in 4 <sup>th</sup> position	2NT Enquiry – Response OGust
2♠	5-10 (3)	6	11-15 in 4 <sup>th</sup> position	2NT Enquiry – Response OGust
2NT	20-22	1		5card puppet stayman; Transfers 3♠: minor suit Stayman
3 bids		6	Pre-emptive	New suit natural & forcing
4 bids		7	Pre-emptive	

Jump Overcall	Double = takeout to 4 H					Bids: Natural & forcing
Double	Redouble 9+	New suit Bergen/Forcing	Jump in New Suit weak (over minor)	Jump Raise Pre-emptive	2NT Good raise to 3	

### SPECIAL USE OF DOUBLES:

Competitive and responsive ; support doubles showing 3

### Slam Conventions

Name RKCB

5♣ = 0/3,  
5D = 1/4,  
5H = 2/5 no Q,  
5♠ = 2/5 + Q  
DOPI/ROPI

5NT for specific kings

### Other Conventions and points to note:

**Fourth suit forcing:** A bid in the fourth suit is artificial, showing no particular interest in that suit and requesting partner to describe his/her hand further. **Forcing one round unless at 3 level when forcing to game – G/F**

After 1♣ - 1♦ - 1♥ -, 1♠ is natural and 2♠ is fourth suit forcing.

**Unassuming cue bids:** Opposite partner's overcall a cue bid shows a good raise with 3cd support.

**Checkback over 1N rebid:** 2C (forces 2D) – five diamonds, or invitational; 2D – game force; similar over 2N rebid when shows 18-19 points

### Drury

Fit jumps in competition and with passed hand

### Leaping Michaels

DEFENSIVE BIDS				
OVER-CALLS	Meaning		OPONENTS OPEN	Defensive Methods
Simple	Natural		Strong 1♣	See Note 4
Jump	Weak		Weak 1 NT	Multi Landy See note 10,
CueBid	Michaels (5)		Strong 1 NT	Multi Landy See note 10 * = 5minor and 4 major ; See Note 9
1NT	Direct 15 – 18	Protective 11 - 14	Weak 2 Bids	X = Take out 2NT = 15-18
	Responses As over 1NT		Weak 3 Bids	X = take out
2NT	Direct UNT 20-22	Protective 20-22	4 Bids	X = takeout
	Responses As over 2NT		Multi	Dbl: 13-15 bal; otherwise natural
ACTION AFTER OPPONENTS INTERVENE WITH				
Simple Overcall	Double = takeout 2NT: Four card support; fit jumps		Bids: Natural & forcing	

OPENING LEADS	v suit contracts: 4 <sup>th</sup> from honour; 4 <sup>th</sup> or 2 <sup>nd</sup> from bad suits, MUD( inc.from Ten) Standard Honours, but may lead A, K or Q from touching honours					
	A <u>K</u>	<u>A</u> <u>K</u> x	<u>K</u> <u>Q</u> 10	<u>K</u> <u>Q</u> x	<u>Q</u> <u>J</u> x	<u>K</u> <u>J</u> 10
	K <u>10</u> 9	<u>Q</u> <u>J</u> 10	<u>Q</u> <u>J</u> x	J 10 x	10 <u>x</u> <u>x</u>	
	10 <u>9</u> x	9 <u>8</u> 7 <u>x</u>	10 <u>x</u> <u>x</u> <u>x</u>	H x x x x	H x x <u>x</u> <u>x</u> x	
	H x x <u>x</u>	H x <u>x</u>	<u>x</u> x	x <u>x</u> x	x <u>x</u> x <u>x</u>	
	v NT contracts: As above ;					

Other leads	<u>A</u> <u>K</u> x ( <u>x</u> )	A <u>J</u> 10 x	<u>K</u> <u>Q</u> 10	<u>K</u> <u>Q</u> x	<u>Q</u> <u>J</u> x	<u>K</u> <u>J</u> 10
	K <u>10</u> 9	<u>Q</u> <u>J</u> 10	<u>Q</u> <u>J</u> x	<u>J</u> 10 x	10 <u>x</u> x	
	10 <u>x</u> x <u>x</u>	10 <u>9</u> x	9 <u>8</u> 7 <u>x</u>	H x <u>x</u>	H x x <u>x</u> x x	
	H x x <u>x</u> x	H x x <u>x</u>	<u>x</u> x	x <u>x</u> x	x <u>x</u> x <u>x</u>	
(in all the card combinations shown, circle or <b>bold</b> the card normally lead if different from the standard i.e. underlined card)						

<b>CARDING</b>	Describe Primary method.	State alternative in brackets
On Partner's Lead	<i>Rev Att ; count on lead of K</i>	
On Declarer's Lead	<i>Count</i>	
When Discarding	<i>McKenney</i>	
Exceptions to above		

### SUPPLEMENTARY DETAILS

(Please cross reference to appropriate part of card).

1. **Over 1NT** 2D/2H = Transfer to 2H/2♠.  
2♠ = Raise to 2NT  
2NT = Transfer to 3 of a minor to play  
3 level bids in minor = slam invitation  
4 level transfers
2. **Over 2♣** 2D = No suitable positive, Positive (exc. NT) guarantees Ace plus King
3. **Weak Two** Change of suit forcing,  
11-15 4<sup>th</sup> in hand.
4. **Over Strong Club**  
All immediate bids are weak  
Double shows both majors  
1NT shows both minors  
1D/H/♠/2♣=Natural  
If strong, then pass 1<sup>st</sup> time, and then bid on the 2<sup>nd</sup> round
5. **Michaels and UNT**  
(1 major) 2 major shows 5-5 other major + unspecified minor. 3C pass or correct,  
2N shows values and asks for minor.  
(1 minor) 2 minor shows both majors  
(1 suit) 2N shows 2 lowest suits
6. **Lebensohl** After interference over 1NT opening  
  
Via 2NT (followed by cue bid or 3NT) denies a stop  
Cue bid shows 4 cards in the other major  
Immediate bids at 3 level are game forcing  
Bids via 2NT are constructive, but not forcing
  - Is t/o of suit bid
7. **Responses after 1M 2NT**  
3♣ All minimum hands  
3 suit other than agreed major shows shortage, 4 shows void  
3 agreed major shows club shortage  
3NT Non-minimum hand. No shortage
8. **Over 1NTx** – Redouble shows 5 card suit (transfer to ♣); direct bid is lowest of 2 equal length suits
9. **Doubling Opps opening weak 1NT:** All subsequent \* are for penalties
10. **Multi Landy:** 2C = majors; 2D = 6 cd major; 2Major= 5cd major and 4+cd minor

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**NAME Alison Pritchard: 35698**

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**PARTNER Dave Atthey: 39693**

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### GENERAL DESCRIPTION OF SYSTEM

**Bidding methods:- 5 Card majors; strong no trump ; 2/1 GF  
weak 2D, 2H, 2sp**

**Style of leads, signals, discards:-** 4<sup>th</sup> and 2<sup>nd</sup>, Generally Standard Honours,  
(Ace or Queen for rev att, King for Count)  
MUD  
High = Even  
First Discard: Mckenney

### ASPECTS OF SYSTEM WHICH OPONENTS SHOULD NOTE

*1NT Rebid = 11-14  
2 level responses =GF  
4<sup>th</sup> suit forcing  
Inverted Minor suit raises, 2NT over major = raise to at least 3, 3level raise =  
pre-empt,*

**STRENGTH OF 1NT OPENERS  
2 ♣ RESPONSE TO 1NT OPENERS**

**15-17  
STAYMAN  
Guarantees 4 card major**

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