

OPENING BIDS	Point Range	Min Length	MEANING	SPECIAL RESPONSES
1♣ 1D	10 – 20 10-20	3 3		<i>Inverted raises; 2H/S: weak(4-8;5-9) Splinters</i>
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 th position	2H/2S natural and forcing) 2NT Enquiry – Response shows stop
2H	5-10 (3)	6	11-15 in 4 th position	2NT Enquiry – Response OGust
2♠	5-10 (3)	6	11-15 in 4 th 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	

DEFENSIVE BIDS			
OVER-CALLS	Meaning	OPPONENTS 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	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		

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.

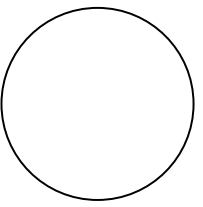
Unassuming cue bids: Opposite partner's overcall a cue bid shows a good raise with 3cd support.

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

OPENING LEADS	v suit contracts: 4 th from honour; 4 th or 2 nd 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> J x	K <u>J</u> 10
	K <u>10</u> 9	<u>Q</u> <u>J</u> 10	<u>Q</u> J 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> <u>x</u> <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>KQ</u> x	<u>Q</u> J x	K <u>J</u> 10
	K <u>10</u> 9	<u>Q</u> J 10	<u>Q</u> J 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 bold the card normally lead if different from the standard i.e. underlined card)						

CARDING	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 4th 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 1st time, and then bid on the 2nd 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

♠

NAME

Alison Pritchard: 35698

♦

♥

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:- *4th and 2nd, Generally Standard Honours,
 (Ace or Queen for rev att, King for Count)
 MUD
 High = Even
 First Discard: Mckenney*

ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE

1NT Rebid = 11-14

2 level responses =GF

4th suit forcing

*Inverted Minor suit raises, 2NT over major = raise to at least 3, 3level raise =
 pre-empt,*

STRENGTH OF 1NT OPENERS

15-17

2 ♣ RESPONSE TO 1NT OPENERS

STAYMAN

Guarantees 4 card major

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