

OPENING BIDS	Point Range	Min. Length	CONVENTIONAL MEANING		SPECIAL RESPONSES
1♣	11-20	2	Nat or may be short		1NT no 4 M, 9-10 pts
1♦	11-20	4	Natural		1NT no 4 M
1♥	11-20	5	Bergen raises Note 1 . Non passed hand 1NT(F) 2♣(F) may be short with 3 card M support 10+ pts.		
1♠	11-20	5			
1NT	15-17	2	Stayman, Tx, Smolen Note 3 ; Lebensohl Note 4		
2♣	19+	0	19-20 NT, any Acoll 2		2♦ waiting bid or neg.
2♦	20+	4	Strong game force		2♥ waiting or neg
2♥	6-11	6			2NT (F) enquiry Note8
2♠	6-11	6			
2NT	21-22	2	Puppet Stayman, Transfers, 4♣ RKCB		
3 bids	5+	6m 7M			
4 bids	6+	7	4♣, 4♦ SA Texas		New suit = cue bid 4NT RKCB

DEFENSIVE BIDS			
OVER-CALLS	Meaning	OPPONENTS OPEN	Defensive Methods
Simple	5+ or good 4 at 1 level Notes 6 & 8 .	Strong 1♣ Prec. ♦	X = C+H, 1D=D+H, 1H=H+S 1S-S+m, 1NT=m's X = D+H, 1H=H+S, 1S-S+m, 1NT=m's, 2C=C+H
Jump	6 card suit 6-10 HCP 8-11 at adverse Vul	Weak/Strong 1NT	Multi- Landy. Note 7
Cue Bid UnusualNT	Michaels -2 suited 2 lowest unbid suits		
1 NT Or X of NT	Direct 15-18	Protective 11-15	Weak 2
	Responses System as INT Note 5		Weak 3
2NT	Direct 2 lower suits	Protective	4 bids
	Responses Jump with good fit		MULTI
			X balanced 13-15 Lebensohl resp, 2NT 16-18, 3NT 19-24

ACTION AFTER OPPONENTS INTERVENE WITH					
Simple Overcall Note 9	Double -	Negative	Bids	Natural F/limit	
Jump Overcall	Double -	Negative - 3♠	Bids	Natural F/limit	
Double	Redouble	New suit	Jump in new suit	Jump raise	2NT
	9+ pts	F	Bergen resp to M	6-9 pts	Good raise to 3

SPECIAL USES OF DOUBLES:	
Negative x's through 3♠	
Responsive x's tend to show support for unbid suits	
When partner has overcalled and Opps. bid/X, X/XX shows A or K in partners suit.	

SLAM CONVENTIONS	Meaning of Responses	
4♣ RKCB or 4NT RKCB 5♣ or 5NT 1m or 2m then 4m Action over Interference Exclusion Blackwood	30 / 41 / 52- / 52+Q trumps Specific Kings or return to suit or NT RKCB for minor m. PODI – Pass 0 or 3, X 1 or 4. One step up 2 PORI – Pass 0 or 3, ReX 1 or 4. One step up 2 0/3, 1/4, 2 excluding suit bid	

Other Conventions: Unassuming Cue Bids, Lebenshol, Trial Bids ([Note 10](#)),
 Wriggle after 1NT X ([Note 11](#)), Unusual NT ([Note 12](#))
 Double jump splinters when not Bergen, Drury ([Note 13](#))

OPENING LEADS	v suit contracts	2 nd & 4 th				
<div>Attach Red Spot, or hatch over, if using non-standard leads</div>	<u>A</u> K <u>K</u> 109 <u>1</u> 09x Hxx <u>x</u>	<u>A</u> Kx <u>Q</u> J10 <u>2</u> 87x Hxx <u>x</u>	<u>K</u> Q10 <u>Q</u> Jx 10xx <u>x</u> <u>x</u> x	<u>K</u> Qx <u>J</u> 10x Hxx <u>x</u> x xx <u>x</u>	<u>K</u> J10 10x <u>x</u> Hxx <u>x</u> xx xx <u>x</u> x	
	Other leads:	v NT contracts	2 nd 4 th			
		<u>A</u> Kx(x) <u>K</u> 109 10xx <u>x</u> Hxx <u>x</u> x	A <u>J</u> 10x <u>Q</u> J10 <u>1</u> 09x Hxx <u>x</u>	<u>K</u> Q10 <u>Q</u> Jx <u>2</u> 87x <u>x</u> x	<u>K</u> Qx <u>J</u> 10x Hx <u>x</u> xx <u>x</u>	K <u>J</u> 10 10x <u>x</u> Hxx <u>x</u> x x xx <u>x</u> x

(In all the card combinations shown, circle the card normally lead if different from standard i.e. underlined card)

CARDING METHODS	Primary method.
On Partner's lead	Reverse attitude. (Where switch obvious suit pref.)
On Declarer's lead	Suit pref. if Possible
When Discarding	V suit contract odd encouraging, evem may be McKenney style V NT McKenney
Exceptions to above	V slam usually count

SUPPLEMENTARY DETAILS

(Please cross reference to appropriate part of card)

Note 1

After 1♥/♠ 5 card Major opener: 1M – 2M 8-9 pts 3 card support
Bergen raises – Show minimum 4 card support. (On, if jump after interference)
Double jump 0 – 6
2NT F – 12+ HCP distributional hand. Swedish responses (Note 8)
3♣ F 7 – 8 pts including distribution; 3♦ F 9 – 11 pts including distribution
3 other M F -splinter; 4♣/♦ F Splinter

Note 2

2 over 1 forcing to 2NT.

Note 3

4-way TX Over 1NT. 2♦/♥ Break with 4-card: min 3M; max. 2NT then reTX.

2♠/2NT, Complete with Qxx or Kx. If weak 5-5 minors, bid 2NT.

3♣/3♦: 5-5 Minors Invitational/GF; 3♥/3♠: 5-4 Minors, singleton ♥/♠

Smolen: 1NT - 2♣ - 2♦ - 3♥/3♠ = 4 cards ♥/♠ & 5 other Major GF

1NT - 2♣ - 2♦ - 2NT - 3♣ (17 HCP) - if 4/5 type hand, answer as above.

Note 4

Lebensohl

After interference over a 1NT opening a new suit at the 2 level is competitive; a new suit at the 3 level is a game force.

2NT shows a willingness to compete at the 3 level; opener must bid 3♣ which responder passes or converts; opener passes.

Double shows a hand worth 2NT; opener can pass or T/O.

Fast arrival does not show a stop in overcalled or specified suit.

Cue bid shows 4 of other major and is forcing to 3NT.

Direct 3NT no stop or 4 of other major. Similar over opening weak 2

Protective 1NT. System as per 1NT

Note 5

Note 6

When partner overcalls the advancer uses openers suit as UCB, forces with the other M, bids 1NT with 8-11 pts or can bid the other m which is a NF long suit. With 4-card support for an overcalled Major, 2NT asks Note 8.

Note 7

Multi-Landy defence to NT

2♣=5/4 M's, 2♦=6card M, then 2♥=Pass or correct, 2♠=Good hearts

2NT= enquiry. After enquiry; 3♣/♦=min ♥/♠; 3♥/3♠ = max ♥/♠

2♥/♠ = M +m

Note 8

After 2NT: 3♣=min. 3♦= non-min no shortage;

3♥/♠/NT= non-min, singleton in ♣/♦/Other Major.

4♣/♦= non-min, void in ♣/♦. 4♥= non-min, void in ♥ (spade contract)

After 3♣ (min), 3♦ = game force enquiry. Responses as above.

(PORI & PODI after interference)

Note 9

1X-(P)-1Y-(1/2any) -X shows 3 card support

Note 10

Trial bids - after suit agreement, new suit may be short

Note 11

After 1NT - X - XX asks opener to bid 2♣. May be corrected to 2♦.
Other bids system on.

Note 12

After bid by opponents, 2NT shows 2 lowest unbid suits

Note 13

2C/2D bid by a passed hand over partr's major bid is 3 card support and 10/11 pts



Names : Findlay MacDonald
Fiona Abbott

System - **GREEN**

S.B.U. 8225 & 5554

GENERAL DESCRIPTION OF SYSTEM

Bidding Methods:-Benji Acol 5 card M

Style of leads, signals, discards:-

STANDARD LEADS, REVERSE ATTITUDE SIGNALS

V SUIT CONTRACTS. McKENNEY v NT

Odds & evens V suit

ASPECTS OF SYSTEM WHICH

OPONENTS SHOULD NOTE

Opening ♣ may be short with no 5 card M

STRENGTH OF 1NT OPENERS: 15 - 17

2♣ RESPONSE TO 1NT OPENER IS:

Non-promissory Stayman

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