

Opening Bid	Point Range	Min. Length	CONVENTIONAL MEANING		SPECIAL RESPONSES
1§	10+	3		After 1m, 1M, 1NT (12-14), 2-other minor artificial, looking for 3-card support, other major or (if upper range) a feature. 2♥: see	
1 ^{••}	10+	3			
1⊙	10+	5	5 card majors	Bergen raises; splinters; 2NT game force, 3NT preemptive raise with some defence, 4 M pre-emptive raise. Post 2NT: shortage at 3 level, suits at 4 level void, 3NT void ♠	
1 ^a	10+	5			
1NT	15-17	May be 5422	5- card Stayman, transfers. Minor suit xfers, (accepted with Qxx or better) 3m is 6-4 in the minor and a major (GF), 4C gerber		
2§	Near-game going hand			2D negative, 2NT 8-10. A rebid of 2H requests 2S, then 2NT 25-27 (Kokish)	
2 ^{••} /2⊙/ 2 ^a	weak	6	2NT = game invitational: opener shows feature if not min. 3M min, 4M max nothing outside. New suit forcing 1 round. 4♣ Gerber.		
2NT	20-22	3♣ Schapiro, 3♦ response guarantees a 4M. Puppet majors after 3♦. Transfers. 4♣ Gerber. 3♠ minor suit Stayman.			
3 bids	5+	6	Will almost always be 7 cards for 3♦/♥/♠		
4 bids	7+	7			

ACTION AFTER OPPONENTS INTERVENE WITH					
Simple Overcall		Double	8+ (4 cards in other M)	Bids	Natural or Bergen
Jump Overcall		Double	10 + (4 cards in other M)	Bids	Natural or Bergen (see *)
Double	Redouble	New suit	Jump in new suit	Jump raise	2NT
	9+, penalty orientated	Natural, forcing	Bergen raise	As without double	Jakoby

DEFENSIVE BIDS				
Overcall	Meaning	OPPONENTS OPEN	Defensive Methods	
Simple	Natural	Strong 1\$	1-level suit and suit above, 2- wjo. X take out.	
Jump	Weak , except in 4th	Weak 1NT	Reverse Cappelletti	
Cue Bid	Michaels	Strong 1NT	Reverse Cappeletti, but x = one-suiter	
1 NT	Direct			
	Protective			
	15-17	11-14	Weak 2	See notes
	Responses as to 1NT opener		Weak 3	X= takeout: Michaels over 3♣,♦,♥
2NT	Direct			
	Protective			
	Minors	19-21	4 bids	X= optional
	Responses			
	As to 2NT opener		MULTI	See notes

SPECIAL USES OF DOUBLES:

Negative, responsive and competitive to 3♣

Support doubles

See supplementary details

SLAM CONVENTIONS	Meaning of Responses	Action over interference
Name: Roman Key Card Blackwood	5♣, 0/3, 5♦ 1 or 4, 5♥ 2 without, 5♠ 2 with trump queen A request for kings is answered by bidding the specific king (if responder has 1 of the 3) or the missing king if responder has 2.	DOPI, ROPI,

Other Conventions: Grand slam force

OPENING LEADS	v suit contracts	4th,
Attach Red Spot, or hatch over, if using non-standard leads	AK	AKx
	K109	QJ10
	109x	987x
	Hxx	Hxx
Other leads:		

(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	Reverse attitude, reverse length, suit preference
On Declarer's lead	Reverse
When Discarding	Reverse remaining length, generally shows disinterest in discarded suit
Exceptions to above	First discard = Revolving eg low ♦ = clubs, high ♦ = Hearts (excl trumps)

SUPPLEMENTARY DETAILS

Constructive bidding

Puppet 5-card Stayman 3♣ over 2NT (either direct or after 2♣ opening, or 2NT overall of a multi or weak 2) asks for 5 card M. 3♦ denies, but guarantees a 4card

M. 3NT denies either a 4 or 5 card M. Over 3♦, the 3♣ bidder then bids a puppet 3♥ (I don't have ♥, but may have ♠ (3♣ by opener then shows 4♠)), 3♠ (I don't have ♠, but do have ♥); 3NT to pay denying a 4cM; 4♣ (I've both; slam interest); 4♦ I've both, no slam interest.

3♣: minor suit Stayman after a 2NT opening – opener's 3NT denies a 4cm.

With a 1NT opening, 2♣ asks for 5cM. 2♦ is no 5cM and minimum (forcing to 2NT); 2NT is no 5cM, maximum (forcing to game). After 1NT,2♣, 2NT, Baron (but minors only shown if there is a genuine possibility of a minor suit slam)

Bergen raises of a major. 1M-3M is 3-7hcps 4 card support (unbalanced, if balanced a raise to 2M is enough), 3♣ is 9-12 3 card support, 3♦ is 8-11 4 card support. The next bid up is a game try asking the Bergen player to bid 3M if min, and feature (such as 3NT) if max. A passed hand uses mini-Bergen (2♣ or 2♦).

Minor suit raises: 1m-3m weakest pre-empt; 1m-2♥-(2♠*)-3m is semi-pre-empt; 1m-2m inverted (9-11 nf); 1m-2NT GF. 1m-2♥-(2♠*)-2NT natural; 1m-2♥-(2♠*) – anything else, strong H jump shift, and feature.

Defences

Defence to multi: in 2nd, X=take out 2NT response to this Lebensohl; 2♥,♠ takeout of other major; 2NT 15-17 with stops: normal system in response.

In 4th, X = 2♥; 2♠ = ♠, 3♣/♦ natural non-forcing, 2NT 15-17^d

In 6th, X = takeout; suits natural non-forcing, 2NT minors.

In 8th, X=takeout with hearts

Defence to weak 2. Double for takeout: opposite this Lebensohl.

To 1NT: 2♣ = majors, with 2♦ relay if advancer has equal M length. 2♦ single suiter, with 2♥ relay, 2♥/♠ that suit plus a minor. 2NT minors.

To strong 1♠: all initial bids weak. 2-level single suiter. 1 level suit and suit above. X=♣/♥ 1NT = ♦/♠.

To 1NT, pass, transfer, ? Four options. 1) X=lead directing, 2) pass then later X of the transfer is take-out denying 4 in the other major, 3) 2 of the major shown by the transfer is take-out with 4 or 5 in the other major. 4) New suits natural N/F.

Intervention

General principles: doubles are ignored (though a freely bid major is 5+), new suits are natural and forcing (unless the bid would have had a conventional meaning – like a Bergen raise – and it could have been made without the intervention)

Helvik defence to INT doubled: Pass = forces opener to XX. Hand is either strong and hoping to penalise, or weak but not one of the other escape sequences. XX= weak with 5+ card suit, forces opener to bid 2♣ as relay. 2-level bids are suit and suit above of equal length.

To 1NT – pass –pass- X-pass-pass similar system, XX= weak with 5+ card suit, forces opener to bid 2♣ as relay. 2-level bids are suit and suit above of equal length.

Lebensohl: The cue bid of enemy major shows 4 of the other major. The direct cue bid shows a stop in the enemy suit; by going through 2NT there is no stop.

The direct 3NT bid shows a stop, the 3NT bid preceded by 2NT shows no stop.

Examples 1NT (2♥) 2NT 3♣ 3NT = no 4 card spades, no stop in ♥

1NT (2♠) 3♠ = raise to 3NT with 4 hearts and a spade stop

1NT, pass, transfer, X. ? Pass shows 2 cards in the major, complete xfer with 3, XX=4 in the suit just bid (offering the possibility of playing redoubled), 3M=4 card support

Support doubles. In sequence 1m,P,1M, overcall, double shows precisely 3 cards in the major. Responder assumes opener has 12-14 and bids accordingly.

Action over 2 suited o/c's. X= penalty 1 or both stated suits, cue bids takeout eg lower suit implying interest in lower of remaining suits etc

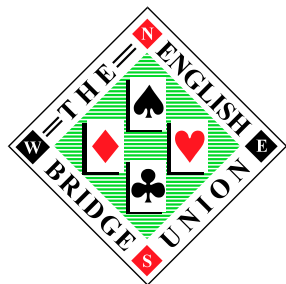
Doubles after any player has made a natural NT bid are penalty unless clearly not so.

STRENGTH OF 1NT OPENERS: 15-17, may include any 5332 hand, and rarely a 5422 hand, or a six card minor.

2§ RESPONSE TO 1NT OPENER IS: 5 card stayman

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

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GENERAL DESCRIPTION OF SYSTEM

Bidding Methods: 5 card majors, strong no-trump, weak 2s in three suits. Semi-forcing 1NT response.

Style of leads, signals, discards:- Natural, reverse, natural (reverse remaining length)

ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE

2♣ over 1NT is not Stayman, but asking for 5-card majors, not necessarily with a 4 card major.

1NT response is 5 to a poor 12 points and rarely passed
