

SUPPLEMENTARY DETAILS

(Please cross reference to appropriate part of card)

1. Multi Landy

- 2C – 5/4 major (2D which major)
- 2D – 6 of Major (2H – Pass/correct)
- 2S – good hand for Hearts)
- 2H/S – major (5) + minor (4) (2NT which minor)
- 2NT – choose your minor
- X – 6 card minor

2. Bergen Raises with 4 of Partner's Major

- 3C – 9 losers
- 3D - 8 losers
- 3 of bid major with <7hcp
- 3 of other major - splinter in other major

3. Responses to Jacoby 2NT & 2NT feature ask

- 3C – Minimum hand
- 3D Max and no singleton/void
- 3H Max and singleton/void in Clubs
- 3S Max and singleton/void in Diamonds
- 3NT Max and singleton/void in other major
- 4C } 5 of major + } Any
- 4D } 5 of bid minor } strength



Name: Maureen Rennie (10477)

Partner: Margaret MacCallum (11735)

Style of leads, signals, discards:- standard leads (4th and top / top of internal sequence), Suit preference on first lead of each suit, McKinney discards

ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE

Weak jump overcalls <10 pts

Strength of 1NT openers: 15-17

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. 15-17 NT, weak twos in diamonds, hearts and spades

OPENING BIDS	Point Range	Min. Length	CONVENTIONAL MEANING	SPECIAL RESPONSES
1♣	Rule			1NT=6-9, 3D, 3H, 3S splinters
1♦	of			3H, 3S, 4C splinters
1♥		5		3S, 4C, 4D Splinters, 3NT=13-15 Bal raise
1♠	20	5		4C, 4D, 4H Splinters, 3NT=13-15 Bal raise
1NT	15-17			Stayman and red suit transfers
2♣			Game going hand	2D relay
2♦	5-9nv	6		2NT enquiry
2♥	or	6		{ Rebid suit = min
2♠	6-10v	6		{ Or bid a feature if max (10/6 + hons)
2NT	20-22		May have A or K singleton	3C= Stayman, 3D, 3H transfers
3 bids	Pre-empt	7		6 – 7 tricks
4 bids	Pre-empt	8		7 – 8 tricks

DEFENSIVE BIDS

OVER-CALLS	Meaning	OPPONENTS OPEN	Defensive Methods
Simple	6-16, 5+ card suit	Strong 1♣	X=t/o, suit= overcall
Jump	Weak 5-10 non vul Intermediate 11-15 vul	Weak 1NT	X=Pen, Multi Landy
1 NT	Direct 15-17	Weak 2	X=t/o, 2NT=17-20,
	Protective 12-15 Responses As per 1NT opener	Weak 3	X=t/o
2NT	Direct 2 lowest suits	4 bids	X= penalties
	Protective 19-21 Responses		

ACTION AFTER OPPONENTS INTERVENE WITH

Simple Overcall	Double	Negative	Bids	forcing
Jump Overcall	Double	Penalty	Bids	forcing
Double	Redouble	New suit	Jump in new suit	Jump raise
	9+	forcing	forcing	Pre-empt
				10/12 (6-9)
				2NT

SPECIAL USES OF DOUBLES:

Negative double

SLAM CONVENTIONS	Meaning of Responses	Action over interference
Suit: RKCB	5C=1 or 4, 5D=0 or 3 5H=2 no queen, 5S=2 + queen.	
NT: Gerber or 4NT (quantitative)	5NT Specific Kings Subsequent suit bid – to play	

Other Conventions:

Splinters	Unassuming cues
Michaels	4 th suit forcing,
Jacoby 2NT	Unusual 2NT

OPENING LEADS	v suit contracts	4th,
<div>Attach Red Spot, or hatch over, if using non-standard leads</div>	<u>AK</u> K109 109x Hxx	<u>AKx</u> <u>QJ10</u> 987x Hxx	<u>KQ10</u> <u>QJx</u> 10xxx xx
	<u>KQx</u> <u>J10x</u> Hxxx xxx	<u>KJ10</u> 10xx Hxxxx xxx	
Other leads:	v NT contracts	4th,
	<u>AKx(x)</u> K109 10xxx Hxxxx	<u>AJ10x</u> <u>QJ10</u> 109x Hxx	<u>KQ10</u> <u>QJx</u> 987x xx
		<u>KQx</u> <u>J10x</u> Hxx xxx	<u>KJ10</u> 10xx Hxxx x xxxx

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

CARDING METHODS	
On Partner's lead	Suit preference
On Declarer's lead	Count if it may help partner (helo)
When Discarding	HELD v Suit,
Exceptions to above	NT – McKinney or natural