OPENING BIDS	Point Range	Min. Length	CONVENTIONAL MEANING	SPECIAL RESPONSES
1 🌲	11 - 19	4	Simple Raise 6 to 9, 3 level raise 10-12, 1NT 6 to 9 New suit at 1 level 6+ pts, New suit at 2 Level 9+ pts 2NT 11-12 Splinters	
1♦	11 -19	4		
1♥	11 - 19	4		
1 🛦	11 -19	4	•	
1NT	12-14		Stayman & Transfers to Ma	jors
2*			23+ or nine playing tricks Game force	2D negative, 2N 8+, Suit is good with 5 cards
2♦	5-9	6	2NT asks for feature, Non-minimum hand shows high carc feature, otherwise rebid suit opened New suit forcing for one round	
2♥	5-9	6		
2♠	5-9	6		
2NT	20-22		Stayman and Transfers to th	e Majors
3 bids	5-9	7		
4 bids		7/8		

		DEF	ENSIVE BIDS			
OVER- CALLS	Meaning		OPPONENTS OPEN	Defensive Methods		
Simple	Natural		Strong 1 &	N/A		
Jump	Weak 5-1	0 and 6 cards	Weak 1NT	2C both majors, X is 16+		
Cue Bid	Michaels		Strong 1NT	N/A		
1 NT	Direct 15-18	Protective 11-14	Weak 2	X Take-out		
	Responses As	Opening 1NT	Weak 3	X Take-out		
2NT	Direct Protective UNT		4 bids	X Good hand Take-out but can be passed		
	Responses		MULTI	N/A		
Simple Ov			PONENTS INT		VITH w suit Forcing	
			5		6	
Jump Ove	p Overcall Double		Negative to 3S	Bids Ne	New suit Forcing	
Double	Redouble New suit		Jump in new suit	Jump raise	2NT	
	10+ pts noNatural andfitforcing		Fit showing	Pre-empt	Good raise of partners suit	

SPECIAL USES OF DOUBLES:

X of suit is take-out X of NT is 16+

If your NT is doubled all bids are natural

SLAM CONVENTIONS	Meaning of Responses
Name:	Replies to 4NT are: $5C=$ no aces, $5D=1$ ace $5H=2$ aces, $5S=3$ aces
Blackwood	5NT asks for specific Kings below agreed suit.

Other Conventions:Splints, Fourth Suit Forcing (forcing for one round), Unusual 2NT at least 5/5 in two lowest unbid suits (usually the minors),

v suit contracts	4th, 3rd a	and 5th;		
A <u>K</u> K <u>10</u> 9 <u>10</u> 9x Hxx <u>x</u>	<u>A</u> Kx QJ10 9 <u>8</u> 7x Hx <u>x</u>	<u>K</u> Q10 QJx 10xx <u>x</u> <u>x</u> x	<u>K</u> Qx J10x Hxx <u>x</u> x x <u>x</u> x	K <u>J</u> 10 10x <u>x</u> Hxx <u>x</u> xx x <u>x</u> xx
v NT contracts	4th, 3rd	and 5th;		
<u>A</u> Kx(<u>x)</u> K <u>10</u> 9 10xx <u>x</u> Hxx <u>x</u>	A <u>J</u> 10x QJ10 <u>10</u> 9x Hxx <u>x</u>	QJx 9 <u>8</u> 7x <u>x</u> x	<u>J</u> 10x Hx <u>x</u> x <u>x</u> x	K <u>J</u> 10 10x <u>x</u> Hxx <u>x</u> x x x <u>x</u> xx
	AK K109 109x Hxxx v NT contracts AKx(x) K109 10xxx Hxxxx Hxxxx	AK <u>A</u> Kx K109 QJ10 109x 987x Hxxx Hxx v NT contracts 4th, 3rd a <u>AKx(x)</u> AJ10x K109 QJ10 10xxx 109x Hxxx Hxxx	AK <u>A</u> Kx KQ10 K109 QJ10 QJx 109x 987x 10xxx Hxxx Hxx xx v NT contracts 4th, 3rd and 5th; <u>AKx(x)</u> AJ10x KQ10 109 QJ10 QJx 10xxx Hxxx Xx	AK $\underline{A}Kx$ $\underline{K}Q10$ $\underline{K}Qx$ $K\underline{109}$ $\underline{Q}J10$ $\underline{Q}Jx$ $\underline{J}10x$ $\underline{109x}$ $987x$ $10xx\underline{x}$ $Hxx\underline{xx}$ \underline{Hxx} \underline{Hx} \underline{xx} xxx \overline{Hxx} \underline{Hx} \underline{xx} xxx \overline{V} NT contracts4th, 3rd and 5th; $\underline{KQ10}$ \underline{KQx} $\underline{AKx(x)}$ $A\underline{J}10x$ $\underline{KQ10}$ \underline{KQx} $\underline{K109}$ $\underline{QJ10}$ \underline{QJx} $\underline{J10x}$ $10xx\underline{x}$ $\underline{109x}$ $9\underline{87x}$ $Hx\underline{x}$

CARDING METHODS	Describe Primary method. State alternative in brackets.
On Partner's lead	On opening lead, high to encourage, otherwise count
On Declarer's lead	Hi LO is Even number
When Discarding	High card encouraging
Exceptions to above	

SUPPLEMENTARY DETAILS (Please cross reference to appropriate part of card)



Name:Fairlie & Shenkin 2018
Partner:
S.B.U. NO.

GENERAL DESCRIPTION OF SYSTEM

Bidding Methods:- 12-14 NT and Weak 2D, 2H and 2S

Style of leads, discards:- Top of sequence, 4th and 2nd (MUD) Carding: Standard Count (Hi-Lo = Even) Discards: High to Encourage

ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE

Because this convention card is also your opponents' convention card it may be freely consulted during the auction and play. Partnerships may not have any specific understandings outwith the System card.

STRENGTH OF 1NT OPENERS:

2. RESPONSE TO 1NT OPENER IS: Stayman

Both players of a partnership must have identically completed convention cards.

Cards must be exchanged with opponents for each round.