

- 5♦ ♦Q, 7-card suit, sing.
 5M/O OMQ, 7-card suit, sing.

The above are governed by NGF rules (see example 5) so the lowest impossible answer is "no queen" and the highest, queen of other major. **Except:** opener should never first name the long suit.

- 5NT OMQ, 8-card suit, sing.
 6♣ ♠Q, 8-card suit, sing.
 6♦ ♦Q, 8-card suit, sing.

21. NGF "Natural Goes First"

When we relay for a specific feature we do our best to reply naturally using the cheapest bids. This often means one or more calls do not make sense.

For example, one of the options might name NT, a known void or, for a shortage, our trump suit. We resolve this by making what natural call we can and the omitted replies are re-inserted according to rank, lowest first in the cheapest slot.

For the purposes above, unless explicitly modified (e.g. "NGF first step denying"), lack of the feature sorts to the top for insertion or, if all logical possibilities are naturally catered for, comes last. (See example 4.)

Example 1. An ask for known shortage is in spades, our suit is hearts:

- NT = ♠ shortage
 ♠ = ♠ shortage
 ♦ = ♦ shortage

Example 2. An ask for *uncertain shortage* is in spades, our suit is hearts and the first step is reserved for no shortage:

- NT = No shortage
 ♠ = ♠ shortage
 ♦ = ♦ shortage
 ♥ = ♠ shortage

Example 3. Consider the same situation with the ask in NT:

- ♠ = No shortage
 ♦ = ♦ shortage
 ♥ = ♠ shortage
 ♠ = ♠ shortage

Example 4. An ask for uncertain outside honour is in no-trump, our suit is hearts:

- ♠ = ♠ honour
 ♦ = ♦ honour
 ♥ = no honour
 ♠ = ♠ honour

Example 5. In addition to the conditions above, diamonds is an impossible location for the honour:

- ♠ = ♠ honour
 ♦ = no honour
 ♥ = ♠ honour

22. 1M – 1NT; 2NT FG "Trondheim"

Opener's only force after a 1NT response. This is not a relay – with a choice, responder judges most important feature to show.

When opener has hearts:

- 3♣ Nat, 5+ cards
 3♦ Nat, 5+ cards
 3♥ 3-card support
 3♠ 2 hearts, suggesting 3=2=4=4
 3NT 5-5 minors

When opener has spades:

- 3♣ unknown 5+ card minor. 3♦ asks:
 3♥ Clubs
 3♠ Diamonds
 3♦ 4-card heart suit
 3♥ 5+ card heart suit
 3♠ 3-card support
 3NT 2 spades, suggesting 2=3=4=4

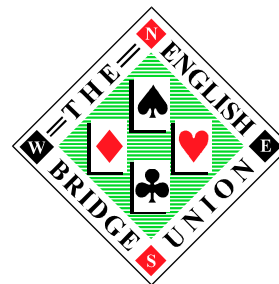
23. Leaping Michaels

When opponents reach 2-major with fit or a pre-emptive action jumps to 4-minor show 5-5 with the other major and the named minor. The three level cue is a stopper ask for 3NT suggesting sufficient tricks.

This applies in these cases:

- (2M) 4m
- (1M) P (2M) 4m
- 1NT (2M) 4m
- (2♦*) P (2M) 4m [OM+m]
- (2♦*) P (2♥) P
(2♠) P (P) 4m [H+m]

When the opponents' suit is diamonds or they have an undisclosed major, 4m names the minor.



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GENERAL DESCRIPTION OF SYSTEM

Bidding Methods: **4 Card Majors (special 2-level responses)**
1♠ = ♣ or 17-19 Bal; transfer responses
Weak 2♦/♥/♠ (maybe 5 cards 1st/3rd NV)

Style of leads, signals, discards: 4th but 2nd from poor suits
 Upside-down count & attitude
 Discards: even encourages

ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE

Majors first on weak no-trump hands:

1NT response wide range (6-12 HCP)

2♣ = Clubs or FG Balanced, 1♥ – 2♦ Nat, 1♠ – 2♦/♥ 'Transfer'

1♣ - 1Red; 1M = Weak no-trump; 1NT = 17-19

Unusual responses to opening 1NT (and overcall) [1]

STRENGTH OF 1NT OPENERS: **14-16** (1st/2nd)
15-17 (3rd/4th)

Most 5M-3-3-2 also suitable 5m-4m-2-2 and 6m-3-2-2

2♣ RESPONSE TO 1NT OPENER IS: **4+ Spades**

We may have [longer] hearts only on invitational+ hands – we can respond with weak hands and four-card spades with long *diamonds* (so no weak take-out with both majors).

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

OPENING BIDS	Point Range	Min. Length	CONVENTIONAL MEANING	SPECIAL RESPONSES
1♣	11+	2	Clubs (4+) or 17-19 NT (2+)	1♦/♥ = 4M (poss canapé) [4,5,7,9]; 1♠ = ♦ [8]; 1NT = 7-11; 2♣ = FG ♣ [6]; 2♦/♥ = TRF 6M (8-11); 2♠ = BAL INV no major; 2NT = ♣ FG/weak; 3♣ = 5+♣ 5-7)
1♦	11+	4	[10]	2♦ Inverted; JS Strong; 2NT = FG BAL
1♥	11+	4	[10] [14,15]	1NT = 6-12; 2M NAT [16]; 2NT LROB [19]; 3M semi-preemptive; 3♠/NT any SPL; JS Limited; DJS voids (1♥ - 3NT = void ♠); 2-level special [14];
1♠	11+	4	[14,15]	
1NT	14-16 15-17	1 st /2 nd 3 rd /4 th	[1] 2♣ 4+ spades; 2♦ 4+ hearts; 2♥ Nat INV; 2♠ minor(s) 2NT/3♣ TRF; 3♦ Nat FG ♣ short/long; 3M SPL 4-5 minors	
2♣	Strong	ART	2♦ = Waiting (5+); 2♥ = NEG (0-4, no ace); 2♠/3m NAT +ve; 2NT = hearts +ve	
2♦	Weak	6(5)	3-11 ATV	2NT ENQ [3]
2♥	Weak	6(5)	5 cards OK (only 1 st & 3 rd NV)	2M NF 3m F1
2♠	Weak	6(5)		
2NT	20-22	BAL	[2] 3♣ 5M Stayman; 3♦/♥ TRF; 3♠ minor-suiter Stayman	
3 bids	<10	6	3NT = solid major [20]	
4 bids	<12	6	Natural	

DEFENSIVE BIDS

OVER-CALLS	Meaning	OPPONENTS OPEN	Defensive Methods
Simple	Standard (4-card OK at 1L) Advances F1; cue = support; 2NT often a raise; fit jumps	Strong 1♣	X = ♥; 1♦ = ♠; 2L = NAT 1♥ = ♥♦ / ♠♣; 1♠ = ♥♣ / ♠♦; 1NT = ♥♣ / ♠♦ [CRO]
Jump	Weak (poss. 5-card)	Weak 1NT	2♣ Majors - 2♦ resp. "choose"
Cue Bid	2-suited (m=MM; M=OM+m)	Strong 1NT	2♣ Majors - 2♦ resp. "choose"
1 NT	Direct 15-17	Protective 11-16	Weak 2
	Responses Front of Card		Weak 3
2NT	Direct Unusual	Protective 19-21	4 bids
	Responses Front of Card		Multi 2♦

ACTION AFTER OPPONENTS INTERVENE WITH

Simple Overcall	Double	NEGATIVE [9]	Bids	All F1, 2L NAT not FG
Jump Overcall	Double	NEGATIVE	Bids	2L: 2M NF; Transfers [12]
Double	Redouble	New suit	Jump in new suit	Jump raise
	Values	NAT F1	Fit	Pre-empt
				2NT
				Good raise

17. 1M - 3M "Semi-preemptive"

Responder's jump raise is typically an 8-loser hand with 4+ trumps, often a singleton.

Opener may:

3M+1 Asks for singleton NGF [21] replies:

3M+2 No shortage

3M+3... Natural shortage

3NT/4L are natural side-suit slam-tries with 3NT = spades

18. 1M - 3M+1 Five Trump Splinter

Responder's jump to one-above double-raise show 5(+) trumps and an undisclosed splinter. Opener asks with the cheapest call (TODO intervention) with NGF responses.

19. 1M - 2NT Limit raise or better

Same system if second-hand doubles

3M Declines game opposite a limit raise; responder may bid 3NT to play or investigate slam by control-bids.

3OM 17-19 Bal with 5M, FG.

3NT 5-5/6-4 majors, concentrated values

4m 5M-5m as above

4M

3♦ Either:

a) Game acceptance opposite good limit raise (may still die at 3M and 3NT is to play).

b) Undisclosed void slam possible

Over 3♦ opener bids 3M with a poor minimum, 3NT with any acceptance (allowing opener to disclose void) all others show responder's try for slam opposite opener's "suitable minimum" type.

3♣ ART, FG, 14+ HCP, 6 losers or fewer. Responder grades his hand:

3♦ Strong slam try

3♥ Waiting. Responder can limit with 3NT, 4L showing shortage or ask for shortage with 3♠ (NGF, step1=no)

3♠ 5431: short OM

3NT 5431: 4OM

4m 5431: SPL, 4om

3♥ OK limit raise (cards or SPL)

3♠ Asks for shortage, NGF, step1=no

3NT OM, suit try

4m Natural try

3♠ Poor hand for slam (no SPL)

Shortage tries (NT=OM)

3NT OM, good side suit, strong try

4m Nat, good side suit, strong try

20. 3NT Opener = Solid Major

1st/2nd position only, 7+ cards, AKQ+, no outside king or ace.

4♣ Neutral ask or slam-try opposite short major;

4♦ No useful shortage

4♥ Pass/correct

4M Long major, short OM

4♦ Slam try opp. short diamond;

4♥ a) Spades, ♦ sing., HQ

b) Hearts no ♦ shortage

4♠ a) Hearts, ♦ sing., SQ

b) Spades no ♦ shortage

4NT... See below

4♥ Slam try opp. short club

Pass Hearts no club shortage

4♠ a) Hearts, club sing., SQ

b) Spades no club shortage

4NT... See below

4♠ To play

4NT Asks for side Q / 8+ length. NGF responses, first step (at each level for 7/8 card suit) is "no queen":

5♣ No queen, 7-card suit

5♦ ♦Q, 7M

5M ♣Q, 7M

5OM Queen in OM, 7M

5NT No queen, 8-card suit

6♣ ♠Q, 8M

6♦ ♦Q, 8M

6♥ Queen in OM, 8M

5M Asks for void

5NT Asks for "really solid" - AKQJ or AKQ-to-eight

Opener's rebids after successful 4-level ask:

4NT Void. Responder's 5♣ asks and responses are very much the same as below except one bid higher;

5♦ ♦Q, 7-card suit (void).

5M no Q, 7-card suit (void)

5OM OMQ, 7-card suit (void)

5NT as below

5♣ ♠Q, 7-card suit, sing.

- 3♠ 3-suited take-out, unwilling to make T/O double, e.g. 5-4-4-0/4-4-4-1
- 3NT Nat, stopper.
- 4m (Over Major) 5m+5OM
- 4♣ (Over diamonds) clubs+major
- 4♦ (Over diamonds) 5-5 majors
- 4M To play

12. 1L (2-level Jump) Transfers

With one suit already bid naturally, we employ a superficially similar scheme to that of [11] above except that:

- 3-opener's suit is always natural and 'one under' is an unlimited INV+ raise.
- There is no 'game choice' in the unbid major
- No 'Leaping Michaels' equivalent
- 3♠ is always (effectively) a SPL raise (leaving an out in 3NT if opener has concentration)
- Transfers resume at 3-level cue. Between 3-opener and that cue, bids are natural and F1.

Example: 1♦ (2♥)

- 2♠ NF
- 2NT Clubs, INV+
- 3♣ Diamonds, INV+
- 3♦ Diamonds, courtesy raise
- 3♥ Spades, INV+
- 3♠ SPL raise of diamonds
- 3NT Nat
- 4♣ Fit jump
- 4♦ Key card for diamonds
- 4♥ Void SPL raise of diamonds

13. 1M - 2♣

Either clubs (9+ with 6-card suit / FG) or FG balanced. Responder may continue to relay for opener's strength and distribution.

- 1M 2♣
 - 2♦ 5+M, 11-15, not 4+ other-major. Failure to bid 2D shows extras, then 2♠+ as below
 - 2♥ 11+ 5-4 majors or 4M 11-13
 - 2♠ "We have a fit if you are 5-4"
 - 2NT "No we don't"
 - 2NT No-fit relay
- After either of the above opener can continue with 3♠+ as below as below except that 3♦ includes 4M
- 2♠ Diamonds (then 3♠+ as below)

- 2NT 6+M or 5-3-3-2
- 3♣ Short club if via 2♠ else short diamond. Then 3♥+ as below
- 3♦ 5-4-2-2
- 3♥ 5-4-3-1
- 3♠ 6-4-2-1
- 3NT 5-5-2-1
- 4♣ 5-5-3-0

14. 1M - 2♦ & 1M - 2M-1

- After 1♥
 - 2♦ Diamonds, 9+ with 6-card suit or FG
- After 1♠
 - 2♦ Hearts, 7-9 with 6-card suit or 10+ with 5-cards (neither forcing beyond 2♥) or FG
 - 2♥ Diamonds, 9+ with 6-card suit or FG

After any of the above responses, opener bids next step with a weak hand (11-15). This includes all 4-card majors. Auction is then natural in principle but...

After 1♠ - 2♥, 3♣ and 3♥ reverse the named suits.

15. 1M - 2L Passed Hand Responses

- After 1♥
 - 2♠ NF, clubs
 - 2♦ ART, 8-10, constructive heart raise
- After 1♠
 - 2♠ NF, clubs
 - 2♦ Hearts, 7-9 with 6-card suit or 9-10 with 5-cards
 - 2♥ ART, 8-10, constructive spade raise

Other treatments are similar to unpassed hand. 2NT is a limit raise but follow-ups are unchanged in that context. Limited NF fit jumps also apply.

16. 1M - 2M "Neutral Game-Tries"

Non-disclosing game-tries by opener

- Opener's only game-try is the cheapest bid (2♠ or 2NT) over 2M inviting responder to make a long-suit-try
- Opener's new suits are slam tries
- Opener's jumps are voids
- 3M is constructive and based on good trumps;
- 3NT natural game-choice (but implying playing strength)

SPECIAL USES OF DOUBLES:

Mostly take-out

Support doubles (to 2-level) by opener after partner's one-major response (inc. TRF)

- (1NT) X (2m) X = Penalty, Pass forcing
- (1NT) X (2M) X = TO, Pass NF, 2NT+ TRF [11]
- 1M (2L) 2M (3L); X = shortage try
- 1NT (2♣ [any meaning]) X = 4+ ♠, "System on" inc. TRF (exceptions if 2♣ = ♥)

SLAM CONVENTIONS	Meaning of Responses	Action over interference
RKCB	14 / 30 / 2 / 2+Q Same responses with known voids	Pass = step-1 X/XX = step-2 First = step-3... etc.
Exclusion key-card Italian Control-bids	0 / 1 / 2 / 2+Q First- and second-round controls equal	Pass neutral, XX = primary

Other Conventions:

Fourth Suit Forcing (2♥ and higher FG, lower F1 only)

2NT in competition over a major (opening or overcall) is a constructive raise

When we have a minor, 2NT is natural if there is a cue-bid at 2L, else a raise

Transfers after 1m (2M), 1♣ (2♦), 1♥ (2♠) [12]

Transfers after 1NT (2L) from 2NT to 3♠ [11]

OPENING LEADS	v Suit contracts	4th, 3rd and 5th;			
<div style="border: 1px solid black; border-radius: 50%; padding: 5px; display: inline-block;"> Attach Red Spot, or hatch over, if using non-standard leads </div>	AK	<u>AK</u> x	<u>KQ</u> 10	<u>KQ</u> x	<u>KJ</u> 10
	<u>K109</u>	<u>QJ</u> 10	<u>QJ</u> x	<u>J10</u> x	<u>10xx</u>
	<u>109x</u>	<u>987</u> x	<u>10xxx</u>	<u>Hxxx</u>	<u>Hxxx</u>
	Hxxx	Hxx	xx	xxx	xxx
Other leads:	v NT contracts	4th, 3rd and 5th;			
	<u>AKx(x)</u>	<u>AJ</u> 10x	<u>KQ</u> 10	<u>KQ</u> x	<u>KJ</u> 10
	<u>K109</u>	<u>QJ</u> 10	<u>QJ</u> x	<u>J10</u> x	<u>10xx</u>
	<u>10xxx</u>	<u>109x</u>	<u>987x</u>	<u>Hxx</u>	<u>Hxxx</u>
	<u>Hxxx</u>	<u>Hxxx</u>	<u>xx</u>	<u>xxx</u>	<u>xxx</u>

(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	Low Encourage (hi-lo = odd)
On Declarer's lead	Hi-lo = odd
When Discarding	Even Encourage [same parity peter reverses] (U/D remainder count)
Exceptions to above	Standard Suit-Preference

SUPPLEMENTARY DETAILS (Numbers refer to [])

1. Over 1NT

- 2♣ 4+ spades. Opener bids 2♥ max with fit, 2♠ min fit, 2♦ without four. After 2♦ responder continues:
- 2♥ 5+ spades TRF, either weak (pass), INV (2NT) or FG (others)
- 2♠ both majors, either longer or 4-4, INV+. Opener's 2NT = min no fit, 3♠ = max no fit, 3♥ = min fit, 3♦ = FG fit
- 3m FG minor canapé
- 3♥ = 4=1=4=4 FG
- 3♠ 'Six-card invite'
- 2♦ Transfer to hearts 4+; subsequent 2♠ is 5+ FG, 3L similar to above
- 2♥ Natural, INV, NF
- 2♠ Weak minor or both minors any strength. Opener rebids:
2NT Prefer clubs or equal
3♠ Prefer diamonds
- Responder's pass and 3m to play otherwise 3M shortage in 5-5. 3NT 5-4-2-2 no major stops
- 2NT Clubs; INV+; over 3♠ responder names shortage (3NT none, 4♣ RKCB, 4L Nat, 6-5)
- 3♣ Diamonds; INV+; over 3♦ responder names shortage (3NT none, 4♦ RKCB, 4L Nat, 6-5)
- 3♦ Diamonds; FG with club length/shortage; 3M looks to fit, 3NT clubs secure. Responder's 4♠ = both minors
- 3M SPL, 3OM, 4-5 minors
- 4♣ CONF: rebids 0-3, 4, 5...
- 4♦/♥ Transfer (game only or much better)
- 4♠ Super CONF: rebids 0-3, 4, 5... After 2♠ or 2♦ 2NT is INV, new suits at 3-level are FG, jumps are splinter, 4NT is Natural

2. Over 2NT

- 3♣ Asks for 5 card major
- 3♦ At least one four card major, responder shows
- 3♥ Spades
- 3♠ Hearts
- 4♣ Unknown 5+ minor

- 4♦ Both majors – pick!
- 3♥ No major
- 3♠ 5 spades natural
- 4m 5+ natural
- 4M 4 linked minor
- 3♠ 5 Spades [4 minor natural]
- 3NT 5 Hearts [4♣ Unknown minor, 4♦ Re-transfer]
- 3♦/♥ Transfer; fit breaks:
3♠/4L AKJx or better
- 4M 9 controls
- 3NT Others (inc. 3CR)
- 3♠ Minor suit Stayman
- 3NT Minimum
- 4m/M 4/5 card minor and interest (linked ♥=♣, ♦=♠)
- 4♣ Gerber [0,1,2,3,4]
- 4♦/♥ Transfer (game only or much better)
- 4NT INV – show suits if accepting

3. Over our weak-twos

- Raise Non-constructive
- 2L Nat NF
- 3L Nat F1
- 2NT Enquiry INV+, FG opposite extras – 'feature' is Qxxx, Kxx or better
- 3♠ "Good or bad"; 3♦ asks:
3suit Bad (pass with ♦)
3OM Good values (loc. if ♦)
- 3NT Good suit
- 3L Feature (3M = clubs)
- 3NT AKQxxx or better

4. 1♠ - 1♦; 1♥ [TRF complete]

- 1♠ 5+ hearts, initially part-score choice with invitational overtones but 3L rebids FG
- 1NT Natural, NF
- 2♠/♦ Natural NF
- 2♥ Natural, not constructive
- 2♠ Undefined!
- 2NT Natural, INV
- 3L Natural, FG, shapely

5. 1♠ - 1♥; 1♠ [TRF complete]

- 1NT Natural, NF
- 2♠ Natural NF
- 2♦ ART FG

- 2♥ Natural, NF
- 2♠ Natural, not constructive
- 2NT Natural, INV
- 3L Natural, FG, shapely

6. 1♠ - 2♣; FG by unpassed hand

- 2♦/♥ TRF; 4M 4+ clubs
- 2♠ Weak no-trump
- 2NT Strong NT 17-19
- 3♣ Long clubs, no shortage
- 3L Shortage
- 3NT 17-19, bad hand for clubs

7. 1♠ - 1♦/♥; 1NT = 17-19

- 2♠ ART PUPPET to 2♦. If weak, either both majors or long minor; some INV types; only FG with diamonds (equivalent of immediate 2♠ = ♣).
- 2♥ NF, weak major choice
- 2/3NT 5-4 majors INV/FG
- 3L Shapely INV
- 2♠ To play clubs or diamond canapé
- 2NT Min, no ♦ fit (3♠ to play)
- 3♠ Max or ♦ fit
- 2♦/♥ TRF FG unless responder passes or bids INV 2NT. Opener usually completes and responder continues description. When responder shows spades then hearts, opener bids 2♠ without 4♥. 1♠ - 1♦; 1NT - 2♥ is 4-4 majors INV+
- 2♠ ART, 4M and club canapé, INV+.
- 2NT Min no fit
- 3♠ Min club fit
- 3L Stops
- 3NT Max
- 2NT Natural, INV, no extra major length
- 3L Natural, FG, shapely
- 3NT Natural, no extra major length

8. 1♠ - 1♠; 1NT = 17-19

- 2♠/♦ Natural NF
- 2♥/♠ Natural, FG
- 2NT Natural, INV
- 3♠ Natural, 4+ clubs
- 3♦ FG, balanced or short clubs
- 3M Shortage with long diamonds

9. 'Free Transfers' after 1♠

In unopposed auctions after 1♠ we complete transfers with weak no-trumps and rebid 1NT with 17-19.

However, where responder makes a free bid that is a transfer, we attach enough values to the action to make a non-fitting weak 1NT rebid safe.

- TRF completion shows 3-card support
- 1NT is weak (even if fourth hand bids)
- 2NT is 17-19 (denies 4-card support)
- Single raise is 4-card support

10. Natural Check-back Over Weak-NT

This occurs in the following five sequences:

- 1♦ - 1♥; 1NT
 - 1♦ - 1♠; 1NT
 - 1♥ - 1♠; 1NT
 - 1♠ (X/1♦) 1♥* (any); 1NT [* = ♠]
 - 1♠ (1♥) X* (any); 1NT [* = 4/5♠]
 - 1♦ (1♥) X/1♠ (any); 1NT [4/5♠]
- 2♠ ART PUPPET to 2♦. Either to play 2♦ or any INV type. 2NT/3NT imply 5M.
- 2♦ ART FG – usually high-card values
- 2♥ Natural, NF
- 2♠ Natural, NF (undefined in 1st seq.)
- 2NT Natural, INV
- 3L Natural, FG, shapely
- 3NT Natural
- Passed hand 2♦ is NAT but INV sequences are retained.

11. 1NT (2♦/♥/♠) Transfers

This scheme is also used after we double a 1NT opening and opponents run to 2M where again, our X is T/O and 2NT and above are transfer-influenced as below.

Note different system after 1NT (2♠)

- X Take-out; if INV+ then without stop (NT over major, cue over others - cue over major shows support) additionally without unbid major . 1NT (2♦) X (P); 2♥ (P) 2♠ is F1
- 2M Natural, NF
- 2NT* Clubs INV+ (only * if, say 2♠ = ♣)
- 3♠* Diamonds INV+
- 3♦* Hearts INV+
- 3♥* Spades INV+

* = TRF to overcaller's suit is a game choice, implying 4 cards in other major (4-4 majors over diamonds) and a stop. "Overcaller's suit" is the anchor suit if intervention is ART (e.g. if TRF or 2♦ = Spades [even 4+] etc.).