

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]; 1♠ = ♦; 1NT = 7-11; 2♣ = NAT FG [6]; 2♦/♥ = TRF 6M (8-11); 2♠ = BAL INV no major;
1♦	11+	4		Inverted minors; JS Strong; 2NT = FG BAL
1♥	11+	4		1NT = 6-12; 2/1 = NAT FG; 2NT LROB; 3M semi-preemptive; 3♠/NT any SPL; DJS voids (1♥ - 3N = ♠ void); JS Limited
1♠	11+	4		
1NT	14-16 15-17	1 <sup>st</sup> /2 <sup>nd</sup> 3 <sup>rd</sup> /4 <sup>th</sup>	2♣ 4+ spades; 2♦ 4+ hearts, 2M Nat INV, 2NT/3♣ TRF [1]; 3♦ FG diamonds club shortage/length	
2♣	Strong	ART	2♦ = Waiting (5+); 2♥ = NEG (0-4, no ace); 2♠/3m NAT +ve; 2N = hearts +ve	
2♦	Weak	6(5)	3-11 ATV 5 cards OK (only 1 <sup>st</sup> & 3 <sup>rd</sup> )	2NT ENQ [3] 2M NF 3m F1
2♥	Weak	6(5)		
2♠	Weak	6(5)		
2NT	21-22	BAL	3♣ 5M Stayman; 3♦/♥ TRF; 3♠ minor-suiter Stayman [2]	
3 bids	<10	6	3NT = solid major; 4♣ Neutral ask or slam-try opp. short major; 4♦ ST opp. short diamond; 4♥ ST opp. short club	
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 X TO
	Responses Front of Card		
2NT	Direct Unusual	Protective 19-21	4 bids X TO
	Responses Front of Card		
		MULTI	Natural; X = 13-15/19+

### ACTION AFTER OPPONENTS INTERVENE WITH

Simple Overcall	Double	NEGATIVE	Bids	All F1, 2L no longer FG
Jump Overcall	Double	NEGATIVE	Bids	2L: 2M NF, 2NT+ TRF 3L: Nat F1
Double	Redouble	New suit	Jump in new suit	Jump raise
	Values	NAT F1	Fit	Pre-empt
				2NT
				Good raise

### SPECIAL USES OF DOUBLES:

Mostly take-out  
Support doubles (to 2-level)  
by opener after partner's one-major response

(1NT) X (2m) X = Penalty, Pass forcing  
(1NT) X (2M) X = TO, Pass NF, 2N+ TRF

1M (2L) 2M (3L); X = shortage try

SLAM CONVENTIONS	Meaning of Responses	Action over interference
Name:		
RKCB	<b>14 / 30</b> / 2 / 2+Q	Pass = step-1 X/XX = step-2
Italian Control-bids	First- and second-round controls equal	First available = step-3 ... etc.


### 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♠) and 1NT (2L) from 2NT to 3♠

OPENING LEADS	v Suit contracts	4th, 3rd and 5th;			
	AK	AKx	<u>KQ10</u>	<u>KQx</u>	<u>KJ10</u>
	<u>K109</u>	<u>QJ10</u>	<u>QJx</u>	<u>J10x</u>	<u>10xx</u>
	<u>109x</u>	<u>987x</u>	<u>10xxx</u>	<u>Hxxx</u>	<u>Hxxx</u>
	<u>Hxxx</u>	<u>Hxx</u>	<u>xx</u>	<u>xxx</u>	<u>xxx</u>
Other leads:	v NT contracts	4th, 3rd and 5th;			
	<u>AKx(x)</u>	<u>AJ10x</u>	<u>KQ10</u>	<u>KQx</u>	<u>KJ10</u>
	<u>K109</u>	<u>QJ10</u>	<u>QJx</u>	<u>J10x</u>	<u>10xx</u>
	<u>10xxx</u>	<u>109x</u>	<u>987x</u>	<u>Hxx</u>	<u>Hxxx</u>
	<u>Hxxx</u>	<u>Hxx</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] (hi-lo = odd)
Exceptions to above	Standard Suit-Preference

## SUPPLEMENTARY DETAILS (Numbers refer to [ ] overleaf)

### 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, weak or strong (except INV 2NT), new suits FG
- 2♠ both majors, either longer, INV+
- 3m FG minor canapé
- 2♦ Transfer to hearts 4+; subsequent 2♠ is 5+ weak or FG
- 2♥/♠ Natural, INV, NF (2♠ usually unbal)
- 2N Clubs; weak or FG. Over 3♣ responder names shortage (3NT none, 4♣ RKCB, 4L Exclusion KC)
- 3♣ Diamonds; weak or FG; Over 3♦ responder names shortage (3NT none, 4♦ RKCB, 4L Exclusion KC)
- 3♦ Diamonds; FG with club length/shortage; 3M looks to fit, 3N clubs secure. Responder's 4♣ = both minors
- 3M SPL, 3OM, 4-5 minors
- 4♣ CONFI: rebids 0-3, 4, 5...
- 4♦/♥ Transfer (game only or much better)
- 4♠ Super CONFI: rebids 0-3, 4, 5...
- After 2♣ or 2♦ 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  
3N Minimum  
4m/M 4/5 card minor and interest  
♥=♣, ♦=♠

- 4♠ Gerber [0,1,2,3,4]  
4♦/♥ Transfer (game only or much better)  
4N INV – show suits if accepting

### 3. Over our weak-twos

- Raise Non-constructive
- 2L NF
- 3L F1
- 2N Enquiry INV, FG opposite extra values – 'feature' is Qxxx, Kxx or better
- 3♣ Bad hand or club feature
- 3L Feature, including good suit
- 3NT AKQxxx or better

### 4. 1♣ - 1♦; 1♥ [TRF complete]

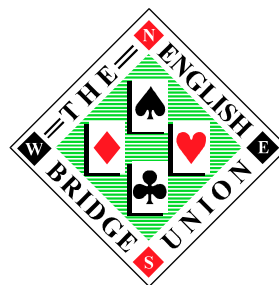
- 1♠ 5+ hearts, initially part-score choice with invitational overtones but 3L rebids FG
- 1NT Natural, NF
- 2♣/♦ Natural NF
- 2♥ Natural, not constructive
- 2♠ Undefined!
- 2NT Natural, INV
- 3L Natural, FG, shapely

### 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



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## GENERAL DESCRIPTION OF SYSTEM

Bidding Methods: **4 Card Majors;**

**1♣ = ♣ or 17-19 Bal; Transfer Responses  
Weak 2♦/♥/♠ (maybe 5 cards 1<sup>st</sup>/3<sup>rd</sup> NV)**

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

## ASPECTS OF SYSTEM WHICH OPONENTS SHOULD NOTE

Majors first on weak no-trumps hands

1♥/♠ - 1NT is wide range (6-12 HCP)

1♣ - 1Red; 1M = Weak no-trump; 1N = 17-19 (ART dev. over both)

Unusual responses to opening 1NT (and overcall)

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

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

2♣ RESPONSE TO 1NT OPENER IS: 4+ Spades  
[may have (longer) hearts]

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