

OPENING BIDS	Point Range	Min. Length	CONVENTIONAL MEANING	SPECIAL RESPONSES
1♣	9-20	2	Natural or BAL outside NT range (all ranges may include 5♦332)	1♦ Relay [1] (no 5M or <7 HCP); 1M 5+M, 7+HCP; 2♦/♥ TRF 4-7; 2♠ FG any 4441; 2NT clubs 2-5 or FG
1♦	9-20	4	Usually 5+ unbalanced	1♥ Relay; 1NT 5+♥; 2♥+ART [3]
1♥	9-20	5	4 poss. in 3/4 th	1♠ Relay; 1NT 5+♠; 2m F3m; 2♠+ART [3]
1♠	9-20	5	4 poss. in 3/4 th	1NT Relay; 2L F3L; 2N+ ART [3]
1NT	10-12 14-16	1,2 NV Else	5 Major rare, off shape OK	2♣ 4+♣; 2♦ 4+♥; 2♥ INV, 2♠=♣; 2N=♦; 3♣/♦/♥=♣+♦ NF/FG TRF SPL; 3♠ control ask
2♣	FG	ART	Sound	2♦ semi +ve; 2♥ bad -ve; 2N=♥+ve
2♦	3-11	ART	Weak major	2M NF; 2N Enq
2♥	5-11	4	Majors (4+4+)	2♠ NAT NF; 2N Enq/TRF, 3♣ TRF
2♠	5-11	5	5♠ and 4+minor	2N Enq, 3♣ pass/correct
2NT	20-22	BAL	5major, 6minor OK Off shape OK	3♣ 5M Stayman; 3♦/♥ TRF; 3♠ CONFI; 4♣ Gerber; 4♦/♥ long ♥/♠
3♣/♦	PRE	6	Standard	Natural F1
3♥/♠	PRE	6	Standard	Natural F1
4♣/♦	Sound	7♥/♠	♥/♠ 8-9 tricks	4♦/♥ Slam try
4♥/♠	PRE	6	Standard	

DEFENSIVE BIDS

OVER-CALLS	Meaning	OPPONENTS OPEN	Defensive Methods	
Simple	Standard	Strong 1♣	X=♣+♦; 1♦=♦+♥; 1♥=♥+♠; 1♠=♠+♣; 1N=♦+♠; 2L=Natural	
Jump	Weak	Weak 1NT	TRF - maybe 4 cards ♣ canape	
Cue Bid	m = MM; M=Other M+m	Strong 1NT	As above	
1 NT	Direct 15-18	Protective 11-16	Weak 2	X Take out
	Responses As open	2♣ ENQ	Weak 3	X Take out
2NT	Direct UNT	Protective 19-21	4 bids	X Take out
	Responses		MULTI	X=13-15 or 19+

ACTION AFTER OPPONENTS INTERVENE WITH

Overcalls 1♦: Other non-jump	Double Relay - 'System on' [2] Negative	Bids 'System on' [2] Natural F1, fit-jumps, after 1♣ [2]
Jump Overcall	Negative	Bids NAT F1 but TRF after 1♣
Double 1♣ [2]	Redouble Values	New suit 1NT+ TRF
		Jump in new suit Fit Jumps
		Jump raise Pre-emptive
		2NT Sound raise


SPECIAL USES OF DOUBLES:

Support doubles (3-card raise) when partner's major suit response to a one-level opening is overcalled
 Until we have a level and a suit agreed, doubles are for take-out unless partner pre-empt
 When we have a fit and are overbid in a live auction, double is a shortness game try
 Doubles of intervention of 1NT are take-out *except* 2♣ which shows 4+ spades ('system on')

SLAM CONVENTIONS	Meaning of Responses	Action over interference
Name: RKCB Gerber Non-Serious Slam Try	14-30-2-2+Q 14-30-2-2+Q We have fit agreed at 3 level and are forced to game: cheapest call above our suit is minimum	DOPI, DOPE at 6 level

Other Conventions:

Drury: 2♣ by passed hand is a constructive 3-card raise, 2♦ a constructive 4-card raise
 Woolf: 3♣ over opener's jump rebid of 2N is a puppet, others are forcing
 2N in major suit auctions (we open or overcall) is four card raise, three level or better
 Fit jumps in competition – no splinters except in opponent's suit (first action only)
 Short suits tries via cheapest bid after major is raised to two in non-competitive eight card fit

OPENING LEADS	v suit contracts	Lowest/Even - Higher/Odd	10/9 zero or two higher		
	AK K10 ⁹ 109x Hxx	AKx QJ10 9 ⁸ 7x Hxx	KQ10 QJx 10x ⁹ x xx	KQx J10x Hxxx xx	KJ10 10 ⁹ xx Hxxx ⁹ x xxx ⁹
	Other leads: Lower honour for unblock – attitude leads in supported suits – top of xx during play	v NT contracts	4 th but lowest from 6, 8 etc.	10/9 zero or two higher	
	AKx(x) K10 ⁹ 10xx Hxxx	AJ10x QJ10 109x Hxx	KQ10 QJx 9 ⁸ 7x xx	KQx J10x Hxx xxx	KJ10 10xx Hxxx ⁹ x xxx ⁹

(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 encouraging (upside down count)
On Declarer's lead	High-Low is odd remainder count (standard suit-preference)
When Discarding	Even encourages (subsequent upside down count, standard suit-pref.)
Exceptions to above	Standard suit preference [inc. trumps], Smith Peters,

SUPPLEMENTARY DETAILS

(Please cross reference to appropriate part of card)

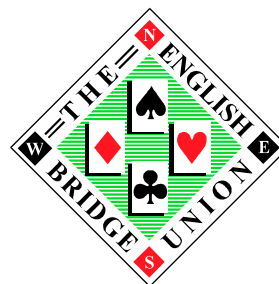
- [1] 1♣ 1♦ Relay, either no 5 card major or 3-6 HCP any. Opener rebids:
 1♥ Denies four spades; either minimum balanced or clubs (with or without hearts). Responder continues naturally, but 2♣ is ART (opener passes with long clubs else bids 2♦) and 1♠ is a relay:
 1N Min bal no major
 2♣ Min ♣ single suiter
 2♦ Min balanced 4♥, not 4♠
 2♥ 4♥ and longer ♣
- 1♠ Natural, either balanced (may have 4♥) or ♠+♣, responder bids naturally (2♣ is a puppet to 2♦ to play there or 2♥ or FG with ♦) or relays with 2♦:
 2♥ Natural, usually balanced, 4♠ and 4♥ - may be 4=4=1=4 minimum
 2♠ 4♠+5♣
 2N Balanced (4♠ already shown, denying 4♥)
 3♣ 6+♣+4♠
 3♦... Natural (4=0=4=5 etc.)
- 1NT 17-19 continuations as after 1NT opening with small differences when responder 'shows' 5M in what would be a game forcing sequence
- [2] 1♣ (1♦) X Relay, no 5 card major (rarely with 5+major and <7 HCP)
 1♥/♠ Natural,
 2♦ Both majors weak+
 2♥/♠ Weak, natural
- 1♣ (X) XX 5-9 4+Clubs
 1♦ Relay as above
 1NT Both minors at least 5-4, 6-9
 2♦/♥/♠ Weak, natural
- 1♣ (Jump) 2M Natural, NF
 2N/3L Transfer
 3♠ Three suited, short in overcaller's suit
 Pass To opener's 2NT = Natural, X = T.O maybe balanced
- [3] 1♦/♥/♠ 2♥/♠/NT..All bids are offset (almost), i.e. 2N over 1♥ is the same as 3♣ over 1♠.

Example after opening of 1♥

- 1♥ 2♠ Strong relay 16+, responses as 1♥ - 1♠ [except 3♠ weak bal]
 2N Limit raise or better
 3♣ 13-15 3 card raise
 3♦ Splinter, four trumps, any strength
 3♥ Semi-pre-emptive
 3♠ Spade void
 3NT Distributional raise to 4♥ better than 4♥ - 3N always means this
 4♣/♦ ♣/♦ void
 4♥ Poor game raise

After 1♥ - 2N, opener describes (by steps, same after 1♠ - 3♣)

- 3♣ Minimum with shortage
 3♦ Game force
 3♥ Bad opener
 3♠ Solid raise to game
 3NT Key card ask (4♣ after 1♠ - 3♣)
 4♣/♦ 5-5 modest extras
 4♥ Poor cards for slam



Name: **Chris Chambers**

Partner: **Jim Gobert**

E.B.U. NO.082890

GENERAL DESCRIPTION OF SYSTEM

- Bidding Methods:- 5 Card majors, 1♣ is natural or balanced [2+♣]
 Unusual two bids
- Style of leads:- No-trump: 4th & 6th
 Suit: lowest from even, *inc. low from doubletons*
- signals:- Upside-down count and attitude, Smith
- discards:- Even encourages, odd discourages

ASPECTS OF SYSTEM WHICH OPONENTS SHOULD NOTE

- 2♦: 3-11, heart or spade suit; usually six but five cards OK NV
 2♥: 5-11, both majors; usually 5-4/4-5/5-5 but may be 4-4 NV
 2♠: 5-11, 5♠ and 4+minor
- 1♣ - 1♦ is a relay; 1♥/♠ = 5+ cards, 7+ HCP; 1NT = 9-11 balanced
 1♠ - 1NT is forcing (by un-passed hand)
 1♥ - 1♠ is forcing NT style (relay); 1NT = 5+♠
 1♦ - 1♥ is forcing NT style (relay); 1NT = 5+♥; 1♠ = 5+♠
- Unusual responses to 1NT opener (and overcall)
 Passed hand 2♣/♦ responses to 1♥/♠ are raises (3/4 cards resp.)

STRENGTH OF 1NT OPENERS: **Variable** 10-12 NV 1,2 *else* 14-16

2♣ RESPONSE TO 1NT OPENER IS: 4+♠ - may have longer ♥

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