

OPENING BIDS	Point Range	Min. Length	CONVENTIONAL MEANING	SPECIAL RESPONSES
1♣	11+	2	Maybe 5♦-3-3-2, 12-14	1m - 2♦ 4♥+5♠ 5-8 1m - 2M 5M+minor-fit 5-8
1♦	11+	5 (4)	Unbal or 5♦-3-3-2 18-19 Only four if 4♦-4-4-1	1♣ - 2NT Clubs weak/strong 1♦ - 2NT Nat, NF
1♥	11+	5		1NT NF opposite weak NT; 2/1 FG 2NT Game forcing raise (opener splinters); 3NT 5-trump raise, shortage, 1 key-card; Mini-splinter jump-shifts; Void Splinters
1♠	11+	5		
1NT	15-17	BAL	2♣ Stayman; 2♦/♥ TRF; 2♠ Bal INV / Weak minor / ♣+♦ 2NT/3♣ TRF; 3♦ ask for 5CM; 3M SPL 3OM; 4♣ Gerber;	
2♣	Strong	ART	2♦ NEG/wait; 2♥ Nat, light positive; 2NT 8-9, 2Ks no suit;	
2♦	Weak	6	3-8 NV	2NT Asks for features FG opp. extras [3]
2♥	Weak	6	7-10 Vul 6 card suit	
2♠	Weak	6	Sound 2 nd & Vul	
2NT	20-22	BAL	3♣ asks for major; 3♦/♥ TRF; 3♠ "minor-suit Stayman" [2] 4m Natural FG; 4M Natural mild slam try; 4NT INV	
3 bids	<10	6	New suits forcing	
4 bids	<12	6		

SPECIAL USES OF DOUBLES:

Almost all take-out except where our side bids (or forces to) game and:

(1NT) X penalties (16+) as are subsequent doubles
1L (X) XX initially 10+, subsequent doubles are penalty
2L (bids) X penalties
3L (bids) X penalties

Doubles of all opening suit-bids are take-out (regardless of level)
Doubles of all fits are take-out (regardless of level)

SLAM CONVENTIONS	Meaning of Responses	Over interference
4NT Key-card ask Queen ask Other follow-ups	1430: 1 or 4 / zero or 3 / 2 / 2+Q Trump suit denies, Q+name king, 5NT Q no K Step-1 = xxx, Step-2 = xx / Q, higher = K (if suit under trumps, amalgamate steps 1&2)	Pass = step-1; X = step-2; etc.
Control-bids	First- and second-round treated equally	XX = first-round

Other Conventions:

Fourth Suit Game Forcing

Checkback after 1NT rebid: 2♣ ART INV or 5M, 2♦ ART FG, 2L/3L NF

Cue bids in competition show support

2NT in competition is often a 4-card major raise

No splinters in competition except opponent's suit

DEFENSIVE BIDS			
OVER-CALLS	Meaning	OPPONENTS OPEN	Defensive Methods
Simple	Standard - Advances NF	Strong 1♣	Natural, jumps weak
Jump	Weak (ATV), 6(5)-card suit	Weak 1NT	2♣ Majors - 2♦ resp. "choose"
Cue Bid	5-5 highest two unbid suits	Strong 1NT	2♣ Majors - 2♦ resp. "choose"
1 NT	Direct (15)16-18	Protective (11)12-16	Weak 2
	Responses Stayman, transfers		Weak 3
2NT	Direct 5-5 lowest two unbid suits	Protective	4 bids
	Responses Cue raises, 3NT Nat		MULTI
			Natural, Double = 13-15/19+

ACTION AFTER OPPONENTS INTERVENE WITH

Simple Overcall	Double	Take-out	Bids	F1	
Jump Overcall	Double	Take-out	Bids	F1	
Double	Redouble	New suit	Jump in new suit	Jump raise	2NT
	Values 10+	F1	As no interv.	Pre-empt	Good raise

OPENING LEADS	v Suit contracts	4th, 3rd and 5th;	Ace/Queen for attitude, King for count		
<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	AKx	KQ10	KQx	KJ10
	K109	QJ10	QJx	J10x	10xx
	109x	987x	10xx	Hxxx	Hxxx
	Hxxx	Hxx	xx	xxx	xxx
Other leads:	v NT contracts	4th, 3rd and 5th;	King requests honour or count		
	AKx(x)	AJ10x	KQ10	KQx	KJ10
	K109	QJ10	QJx	J10x	10xx
	10xxx	109x	987x	Hxx	Hxxx
	Hxxx	Hxxx	xx	xxx	xxx

(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 = even)
On Declarer's lead	Hi-lo = even
When Discarding	Even Encourage (hi-lo with same parity spots reverses meaning)
Exceptions to above	Standard Suit-Preference

SUPPLEMENTARY DETAILS

(Please cross reference to appropriate part of card)

1. Over 1NT

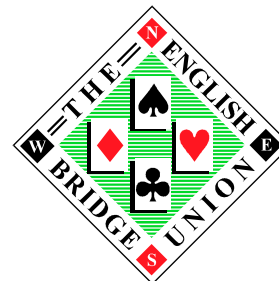
- 2♣ Stayman (always has at least one major of exactly four cards)
after opener's 2♦:
- 2♥ Both majors, invites correction
 - 2♠ NF, INV
 - 3m FG
 - 3M FG, 4M 'Smolen'
- after opener's 2♥:
- 2♠ NF, INV
 - 3m Nat, FG with 4♠
 - 3♠ ART, ♥ fit, slam try
- after opener's 2♠:
- 3m Nat, FG with 4♥
 - 3♥ ART, ♠ fit, slam try
- 2♦ Transfer to hearts; subsequent 3L FG
- 2♠ ART, hearts UNBAL INV
 - 2NT BAL, INV
 - 3m Nat, FG
 - 3♥ INV, 6♥
 - 3♠/4m SPL, 6+♥, slam try
- 2♥ Transfer to spades; subsequent 3L is FG (3♥ is 5-5, others as ♥ TRF)
- 2♠ A) weak minor; B) balanced invitational (no major); C) both minors any strength.
Opener bids 2NT minimum or 3♣ max
- 3m To play
 - 3M Short, both minors
- 2NT TRF, clubs, any strength, shortage next FG
- 3♣ TRF, diamonds, any strength, shortage next FG
- 3♦ Asks for 5-card major (natural responses)
- 3M Short, 3OM, 5-4 minors, FG
- 3NT To play
- 4♣ Gerber! This sequence only: ace-asking, subsequent 4NT to play, 5♣ king-asking

2. Over 2NT

- 3♣ Asks for major-length, {3♦ = one/two 4M; 3♥ = no major; 3♠/NT = 5♠/♥ resp.}
- 3♦/♥ Transfer (Opener's 3NT is MAX with 3-card support)
- 3♠ 'Minor suit Stayman', slam invite
- 3N Minimum
 - 4m 4/5 card minor and slam interest
- 3NT Natural
- 4m Natural, slam INV
- 4M Natural, slam INV
- 4NT INV – show suits if accepting

3. Over our weak twos

- 2L Natural, non-forcing
- 3L Natural and forcing to game
- 2NT Enquiry INV+, FG opposite extra values – 'feature' is Qxxx, Kxx or better
- 3suit Minimum
 - 3L Feature
 - 3NT Good suit



Name:

Partner:

E.B.U. NO.

GENERAL DESCRIPTION OF SYSTEM

Bidding Methods:- **Five-Card Majors, 2/1 Game Force**
Strong No-Trump, 1♣ = 2+ clubs
Weak 2♦/♥/♠

Style of leads, signals, discards:- 4th highest, 2nd from poor suits
Standard count / upside-down attitude
First discard: even encourages

ASPECTS OF SYSTEM WHICH OPONENTS SHOULD NOTE

- 1♥/♠ – 2NT is a game forcing raise with four-plus trumps (11+HCP)
- 1♥/♠ – 3♣/♦ (2♠/3♥) short in bid suit, 5-11 HCP, 4-card support
- 1♥/♠ – 4♣/♦ (3♠/4♥) void, 4-card support
- 1♣/♦ – 2♥/♠ is NF, 5-9, 5♥/♠ with ♣/♦ length
- 1♣/♦ – 2♦ is 4♥ and 5♠, 5-9(10) (1♦ – 2♦ is NF)
- 1♣ – 2NT is weak 6+ clubs (NF opposite 18-19) OR Bal 12-17 4♣
- 1♣ – 3L is NF natural BUT... 1♦ – 3L is splinter

STRENGTH OF 1NT OPENERS: 15-17 (5-major OK in 5-3-3-2)

2♣ RESPONSE TO 1NT OPENER IS: Stayman
[always with 4-major]

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