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2022-02-28

## GENERAL DESCRIPTION OF SYSTEM

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

Leads, signals, discards:- 4<sup>th</sup> highest, 2<sup>nd</sup> from poor suits  
Std. hons; 9/10s have higher card or 9x/10x  
Partner's suit: ATT if supp. else 3<sup>rd</sup> & low  
Std. count & upside-down attitude  
First discard: high encourages (rare)

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## ASPECTS OF SYSTEM WHICH OPONENTS SHOULD NOTE

- 1♥/♠ – 2NT is a game forcing raise with four-plus trumps (11+HCP)
- 1♥ – 2♠ / 1♠ – 3♣ 3-card raise, 8 losers, shortage (2NT/3♦ asks)
- 1♥ – 3♣ / 1♠ – 3♦ 3-card raise, 8 losers, balanced (typ. 9-11)
- 1♥ – 3♦ / 1♠ – 3♥ 4-card limit raise
- 1♥ – 3♠ / 1♠ – 3NT Splinter, FG, classic (6/7 losers)
- 1♥ – 3NT (♠) / 1M – 4L Splinter, light (7 losers) or strong (≤5 losers)  
See [5]
- 1♣/♦ – 2♥/♠ is WEAK NF, 5-9, 6(5)♥/♠
- 1♣/♦ – 2♦ is 4+♥ and 5♠, 5-9(10) (1♦ – 2♦ is NF) See [4]
- 1♣ – 2NT is weak 6+ clubs (no game opp. 18-19) OR Bal 12-17, 4+♣
- 1♣ – 3L is NF natural BUT... 1♦ – 3L is splinter

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STRENGTH OF 1NT OPENERS: **15-17** (5-major usual with 5-3-3-2)

2♣ RESPONSE TO 1NT OPENER IS: Stayman  
[With 4-major unless rescue]

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Both players of a partnership must have identically completed convention cards.  
Cards must be exchanged with opponents for each round. EBU 20A

OPENING BIDS	Point Range	Min. Length	CONVENTIONAL MEANING	SPECIAL RESPONSES
1♣	11+	2	Maybe 5♦-3-3-2, 12-14	2♦ 4♥+5♠ 5-9 [4] 2M 6(5)M 5-9
1♦	11+	5 (4)	Usually unbal or 5♦-3-3-2 18-19 Only four if 4♦-4-4-1	1♦ - 3♣* = INV+ raise
1♥	11+	5	1NT NF opposite min weak NT [8] 2/1 game-force, opener's 2M catchall [9]	
1♠	11+	5	2NT Game forcing raise, new suits shortage [5(a)] 2♣ (♥), 3♣ & 3♦ (♠) 3-card INV raises [5(b)-(d)] 3M-1 Limit; 3M+1 Sound SPL; 3NT/4L SPL [5(e)/(g)]	
1NT	<b>15-17</b>	BAL	2♣ Stayman; 2♦/♥ TRF; 2♠/NT Long ♠/♦ any strength; 3♣ ask for 5CM; 3♦ Diamonds FG; 3M SPL 3OM; 4♣ Gerber; 4Red TRF (game only or slam) [1]	
2♣	Strong	ART	2♦ NEG/Waiting; 2♥ light positive; 2NT 8-9, 2Ks no suit;	
2♦	Weak	6	3-8 NV	2♥/♠ NF
2♥	Weak	6	7-10 Vul 6 card suit	2♠ NF
2♠	Weak	6	Sound 2 <sup>nd</sup> & Vul	
2NT	<b>20-22</b>	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		

## DEFENSIVE BIDS

OVER-CALLS	Meaning	OPONENTS 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" X by passed hand as strong NT
Cue Bid	Majors or Major/Minor	Strong 1NT	2♣ Majors - 2♦ resp. "choose" X = 4♠ and 5m
1 NT	Direct (15)16-18	Weak 2	Double take-out Leaping Michaels (FG)
	Protective (11)12-16		Double take-out Non-leaping Michaels (FG)
2NT	Responses Stayman, transfers	Weak 3	Double take-out Non-leaping Michaels (FG)
	Direct 5-5 lowest two unbid suits	4 bids	Double take-out
	Responses Stayman, transfers	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	Fit	Pre-empt	Good raise

## SPECIAL USES OF DOUBLES:

A three-card raise after 1m/♥ (any) 1M (any up to 2M). Pass does not deny support. Otherwise take-out at low levels 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)

SLAM CONVENTIONS	Meaning of Responses	Over interference
RKCB	30 / 14 / 2 / 2+Q	Pass = 1 <sup>st</sup> step; X = 2 <sup>nd</sup> ; Bid = 3 <sup>rd</sup>
Control-bids	First- and second-round treated equally	XX = first-round


Other Conventions:

Fourth Suit Game Forcing

If we only have bid a major, 2NT in competition is a 4-card raise

Cue bids in competition show support

Fit bids take precedence in competition; no first-chance splinters except in opponent's suit

OPENING LEADS	v Suit contracts	4th, 3 <sup>rd</sup> and 5 <sup>th</sup> ;	Ace/Queen for attitude, King for count		
	<u>AK</u>	<u>AKx</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>109x</u>	<u>987x</u>	<u>10xx</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, 3 <sup>rd</sup> and 5 <sup>th</sup> ;	Strong kings, Ace attitude		
King at trick-1 v NT requests honour or length-signal	<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>Hxxx</u>	<u>xx</u>	<u>xxx</u>	<u>xxx</u>
<i>(In all the card combinations shown , circle the card normally lead if different from standard i.e. underlined card)</i>					

CARDING METHODS	Describe Primary method. State alternative in brackets.
On Partner's lead	Low Encourage (hi-lo = even count, ex. on king leads)
On Declarer's lead	Hi-lo = even (often suit-preference)
When Discarding	High (7-spot plus) Encourage - but rare (hi-lo = even count)
Exceptions to above	Standard Suit-Preference

# SUPPLEMENTARY DETAILS

(Please cross reference to appropriate part of card)

## 1. After 1NT

- 2♣ Stayman (at least one major of exactly four cards or 5♠ INV)  
after opener's 2♦:
- 2♥ Both majors, invites correction
  - 2♠ 5♠ NF, INV usually UNBAL
  - 3m FG
  - 3M FG, 4M 'Smolen'
- after opener's 2♥:
- 2♠ 5♠ NF, INV usually UNBAL
  - 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; 2♠ = ART, INV usually UNBAL; immediate 3L FG  
Opener may break with 4+ support; to a suit of xx; to 3M with good trumps; else 2NT. Retransfers have priority.
- 2♥ Transfer to spades; subsequent 3L is FG (3♥ is 5-5)
- 2♠ TRF, clubs, any strength, opener bids 2NT to accept ♠HHxxxx try for 3NT  
Responder's rebids are SHORTAGE
- 2NT TRF, diamonds, as above, opener bids 3♣ to accept gambling try for 3NT
- 3♣ STAYMAN for 5-card majors; ; 3M = NAT; 3♦ = no then 3M = 4OM
- 3♦ FG, diamonds and long/short clubs (3♥ asks, 3♠ = both minors)
- 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. After 2NT

- 3♣ Asks for major-length, (3♦ = one/two 4M; 3♥ = no major; 3♠/NT = 5♠/♥)
- 3♦/♥ Transfer (opener's 3NT is MAX with 3-card support)
- 3♠ 'Minor suit Stayman', slam invite
- 3NT 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. After 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.

## 4. After 1m – 2♦ 'Reverse Flannery'

- 2M To play
- 2NT A signoff in a minor, or a slam try in a major. Responder bids as if facing a Good/Bad 2NT and opener clarifies (his 3NT=♥/NT choice). When opener rebids 3M (slam try), responder bids by steps: no-SPL / C-SPL / D-SPL
- 3♣ Asks for further description; usually game try for M or FG with minor(s). Responder rebids:
- 3♦ 5=4=2=2 minimum: opener's 3M=NF
  - 3♥ 5=4=3=1 or 5=4=4=0 (lower shortness), any strength: opener's 4m NAT
  - 3♠ 5=4=1=3 or 5=4=0=4 (higher shortness), any strength: opener's 4m NAT
  - 3NT 5=4=2=2 maximum
  - 4♣ At least 5/5, \$C shortness
  - 4♦ At least 5/5, \$D shortness
  - 4♥ 6=5=1=1 or 5=6=1=1
  - 4♠ 5=5=(3-0)/3-card support for opener's m (maximum); opener's 4NT slam try for m
- 3♦ INV if a rebid after opening 1♦; FG if a reverse after opening 1♣
- 3M INV, real fit but near-minimum HCP values in context
- 3NT NAT
- 4♣ FG (5/5+) after opening 1♦; FG one-suiter after opening 1♣
- 4♦ NAT/FG after opening 1♦; 4=4=0=5 slam try after opening 1♣

## 5. Raises of 1M

**Natural Goes First** is used to discover shortages: the next three bids are used naturally, any impossible strains (NT, our suit) are allotted the remaining meanings by rank, low to high. Example; 1♥ – 3♦; 3♠ [shortage ask] – 3NT = none; 4♣ = short ♣; 4♦ = ♦; 4♥ = ♠.

### a) 1M – 2NT: 4+ support FG, almost always no shortage

- 3♣ = Min with shortage (3♦? then 3♥/♠/NT as below)
- 3♦ = Bal non-min (14+) / void; (3♥? 3♠ = 6M; 3NT = 5M; 4L = Void)
- 3♥/♠/NT Shortage, extras [NGF so OM = shortage there; M = ♣; NT = ♦]
- 4L = 5-5, second suit, two top-hons plus (HHJ or better), trumps Hxxxx+
- 4M = Min, no shortage, usually poor weak NT

### b) 1♥ – 2♠: 3-card INV raise, 8 losers, shortage

2NT asks shortage via NGF

### c) 1♠ – 3♣: 3-card INV raise, 8 losers, shortage

- 3♦ requires *accepting* if diamond shortage (3♥ = ♥, 3♠ = ♠, 3NT+ = ♦)
- 3♥ requires *declining* if diamond shortage (3♠ = ♦, 3NT+ = ♣/♥ descriptive)

### d) 1♥ – 3♠ / 1♠ – 3♦: 3-card INV raise, 8 losers, balanced (typ. 9-11)

- 3♦/♥ = 4OM, suggests changing strain (but 3♥ maybe game-try)
- 3NT = Contract suggestion
- (3♠)/4m/(4♥) = shortage

### e) 1♥ – 3♦ / 1♠ – 3♥: Limit raise, 4+support

- 3♠/3NT = singleton ask; NGF responses, (3NT/4♣ = no shortage)
- 3NT(♠)/4L = shortage

### f) 1♥ – 3♠ / 1♠ – 3NT: Splinter, FG, classic (6/7 losers)

3NT/4♣ asks shortage via NGF

### g) 1M – 4L / 1♥ – 3NT(♠): Splinter, light (7 losers) or strong (≤5 losers)

Strong version bids again

## 6. Check-back after opener's 1NT rebid

Only after 1L – 1M; 1NT (excluding 1♣ – 1♦; 1NT). Also on in logically equivalent auctions where opener rebids 1NT in competition (with weak-NT values).

- 2♣ Requires 2♦; either (a) to play there, (b) to introduce invitational types, (c) to describe 5M hands up to choice-of-games strength.
- 2♦ Artificial game-force.
- 2M To play.
- 2♥ [support] flawed hand, usually 4-3-3-3
- 2♥ [new suit] NF
- 2♠ 4-4 majors, NF but values for 2NT.
- 2NT INV, no extra major length.
- 3L Nat, FG, 5-5 concentrated
- 3NT No extra major implied.
- 4L Shortage, own suit, 'self-agreeing splinter'.
- 4NT INV – show minors if accepting

Responder uses 2♣ and continues to describe along the same lines as above except that equivalent actions that show values (2NT, 3NT, 2♠) show a fifth card in responder's major. All continuations are non-forcing.

After responder's game-forcing 2♦ opener bids unshown major lengths as cheaply as possible. Lacking any, 3-minor shows a decent 5-card suit, 2NT otherwise. 1♥ – 1♠; 1NT – 2♦; 2♥ shows good hearts (at least AK10xx).

## 7. Extended Michaels Cue-bids

Use of a forcing 4-minor to show 5+/5+ in named suit and a major. The other major when opponents claim one or, when they only bid a minor or their suit is unknown (e.g. after a Multi 2♦), a major discoverable by pass/correct.

- a) (2M) 4m [3M = stopper-ask for 3NT]
- b) (2♦) 4♣ [4♦ = majors]
- c) (3M) 4m
- d) (3m) 4om [4m = majors]
- e) (1NT) 4m = ♥ + m [2NT = ♠ + other; 3NT = minors]
- f) (1NT) P (2♦/♥) as (a) [2NT = minors]
- g) (1M) P (2M) as (a)
- h) (1M) P (3M) as (c)
- i) (1M) P (Raise via 2NT\*/3L\*) as (c)
- j) (2M) P (3M) as (c)

## 8. 1M – 1NT

Wide range, opener passes only with a hand rated poorer than good balanced 12-count. Balanced hands bid 2♣ with 5M-2♣-3-3 and 4=5=2=2. After 2♣ responder clarifies his strength and club support.

1♠ – 1NT; 2♣

2♦ Usually weak (to 2♥, 2♠ or 3♦) but some rare club types

2M Exactly 2♠, strong (9+) preference for spades

2♥ 5♥, 2♠, 9+, NF

2NT INV, fewer than 4♣.

3♣ INV, 6+ clubs

3♦ INV, 6+ diamonds

3♥ INV, 6+ hearts

1♠ – 1NT; 2♣ – 2♦; 2♥ [usual]

Pass Weak, 6+ hearts

2♠ Weak spade preference

2NT INV, 4 or 5 clubs

3♣ 5+ clubs, 'moderate' (8-10)

3♦ Weak, 6+ diamonds

1♠ – 1NT; 2♣ – 2♦; 2♠ [good hand for *hearts*]

Pass Weak spade preference

2NT INV, 4 or 5 clubs

3♣ 5+ clubs, 'moderate' (8-10)

3♦ Weak, 6+ diamonds

3♥ Weak, sign-off

4♦ Retransfer

1♥ – 1NT; 2♣

2♦ Usually weak (to 2♥ or 3♦) but some specific club types

2♥ Exactly 2♥, strong (9+) preference for hearts

2♠ INV, exactly 5♣

2NT INV, fewer than 4♣.

3♣ INV, 6+ clubs

3♦ INV, 6+ diamonds

1♥ – 1NT; 2♣ – 2♦; 2♥ [mandated]

Pass Weak hearts preference

2NT INV, exactly 4 clubs

3♣ 6+ clubs, 'moderate' (8-10)

3♦ Weak, 6+ diamonds

## 9. Two-over-ones

Game forcing (including 1♦ – 2♣). After 1M – 2m:

2M Catchall, no better bid.

2♠ (after 1♥) Pure hand, extras but possibly short of classic reversing values.

2L Natural, tending to deny 6-4.

2NT 6+M, any strength, not able to bid 3M

3M Self-supporting suit, setting trumps

3m Usually 4, maybe 3 in weak-NT with values concentrated in the two suits

3new (after 2♦/♥) Pure hand, modest extras

3L (jump) Splinter, 4+ support for responder's minor

3NT 18-19, F4NT

No special agreements after 1♦ – 2♣; when 2NT = Nat, stoppers in majors and 2♦ could be ♠xx ♥AKx ♦KQ109x ♣xxx.

## 10. Responder is a passed hand

Three-level mini-splinters but, if opener is overcalled or doubled, revert to fit-jumps. Exceptionally, responder's jump-shift to 2♠ is fit, catering for alternative strain.

After Pass – 1M;

2♣ 3M, 9-11, maybe 4 if 4-3-3-3.

2♦ 4+M, 8-10.

2♥ (after 1♠) 5♥, 9-11, NF

2♠ (after 1♥) 5♠, 3♥, values for 3♥, NF

2NT 4+M, 9-11, 7 losers or fewer

3m Shortage, 4+M, 5-9.

3♥ (after 1♠) Shortage, 4+♠, 5-9

3M Mixed raise type, good support.

## 11. 'Blackout' after opener's reverse

The cheaper of the fourth suit ('BLACKOUT') and 2NT flags a *weak preference for opener's minor(s)*. Opener usually bids 3♣ after 2NT or describes his hand when BLACKOUT is 2M in the expectation that responder may pass 2NT or a previously-bid suit.

Responder's rebid in his own suit is forcing, shows 5+ and could be weak and an attempt to subsequently sign off. Accordingly with a good hand and a fit for opener's minor he should support the minor first, thereby creating a game-force and rebidding the major subsequently.

It is not possible to play 3♥ after opener's reverse into hearts (1m – 1♠; 2♥) as weak hands with 5♠ and 4♥ respond 2♦\*. In these sequences responder's immediate 3♥ is FG and 2NT then 3♥ is ARTIFICIAL.

After 1♣ – 1♥; 2♦

2♥ F1, opener's 2♠ is a general force, 2NT NF, 3m descriptive NF

2♠ Blackout, weak way to 3♣/♦

2NT Natural, FG

3♣/♦ Natural, FG

3♥ Natural, 6+ good suit, FG

3♠ Values but no good bid

3NT Natural, more in majors

After 1♣ – 1♠; 2♦

2♥ Blackout, weak way to 3♣/♦; opener can suggest 2♠ (NF) on as little as ♠Kx

2♠ F1, opener's 2NT NF, 3m descriptive NF

2NT Natural, FG

3♣/♦ Natural, FG

3♥ Values but no good bid

3♠ Natural, 6+ good suit, FG

3NT Natural, more in majors

After 1♣ – 1♠; 2♥

2♠ F1, opener's 2NT NF, 3m descriptive NF, 3♠ = 3=1=4=5

2NT Blackout, weak way to 3♣

3♣ Natural, FG



- 3♦ Values but no good bid
- 3♥ Natural, FG
- 3♠ Natural, 6+ good suit, FG
- 3NT Natural, sound stoppers in spades and diamonds





# Leads, Signals & Discards

Opening Lead Style	
No-trumps	Top of honour sequences (king for unblock or std-count). 4th & 2nd from length. 9s and 10s show higher card unless short. 1-3-5 in partner's suit; attitude in supported suits.
Suit	Ace / Queen for upside-down attitude. King for standard count. Otherwise as v NT
Later	Attitude leads, count returns. Coded 10s and 9s (zero or two higher).

Leads		
Lead	vs Suits	vs No-trumps
Ace	AKx, Ax(+), AK	AKx(+)
King	AKx(+), KQx(+)	Strong: encourages unblock
Queen	QJ(+), KQx [rare]	KQJ(+), QJ10(+), AQJ(+)
Jack	KJ10(+), J10(+), Jx	AJ10(+), KJ10(+), J10(+)
10	K/Q-109(+), 10x	A/K/Q-109(+), 10x
9	Q/J/10-98(+), 109x, 9x(+)	Q/J/10-98(+), 109x, 9x(+)
High spot	Sx, xSx, Sxx, xSxx(+)	Sx, xSx, Sxx, xSxx(+)
Low spot	HxS, HxxS, HxxSx	HxS, HxxS, HxxSx, xxxSx

Signals In Order of Priority		
	Partner's Lead	Declarer's Lead
1st	High = Discouraging	High = Even
2nd	High = Even	High = S/P high suit
3rd	High = S/P high suit	
Discards		
1st	High (7+) = Encouraging	
2nd	High-low = Even remainder count	
2nd	High = S/P high suit (when count unimportant)	
Trumps		
1st	High = Ability to ruff	
2nd	High = Odd remainder count (neutral S/P)	
2nd	High = S/P high suit	