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Partner:.....Chris Chambers (82890)

GENERAL DESCRIPTION OF SYSTEM

Bidding Methods:- **Four-Card Majors**
Weak No-Trump, Stayman & Transfers
Weak 2♦/♥/♠

Style of leads, signals, discards:- 4th highest, 2nd from poor suits
Upside-down attitude (no count)
(Low = encouraging)

ASPECTS OF SYSTEM WHICH OPONENTS SHOULD NOTE

Weak-Twos: always six and, second seat or vulnerable, are sound
(KJ10xxx or better). Lighter 1st and 3rd non-vul

Majors first on strong no-trump hands (e.g 4=3=4=2 15+ HCP open 1♠)

STRENGTH OF 1NT OPENERS: 12-14 (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.

OPENING BIDS	Point Range	Min. Length	CONVENTIONAL MEANING	SPECIAL RESPONSES
1♣	11+	4		2NT NAT, 11-12 no major; Strong jump-shifts (6+ cards, 16+ HCP)
1♦	11+	4		
1♥	11+	4		
1♠	11+	4		
1NT	12-14	BAL	2♣ Stayman; 2♦/♥ Transfer; (3-level rebids FG after both) 2♠ ART weak, long minor / both minors; 2NT BAL INV, 11-12, no major or 4M-3-3-3; 3L Single-suited slam try; 4L no agreement [1]	
2♣	Strong	ART	2♦ NEG; others show A+K except 2NT BAL 8+, exactly 2Ks	
2♦	Weak	6	3-8 NV 7-10 Vul 6 card suit Sound 2 nd & Vul	2NT Asks for features FG opp. Extras [3]
2♥	Weak	6		
2♠	Weak	6		
2NT	20-22	BAL	3♣ Stayman; 3♦/♥ Transfer; 3♠ slam try minors; [2]	
3 bids	<10	7	New suits forcing	
4 bids	<12	8		

DEFENSIVE BIDS

OVER-CALLS	Meaning	OPPONENTS OPEN	Defensive Methods				
Simple	Standard - Advances NF	Strong 1♣	Natural, jumps weak				
Jump	Good 6-card suit, 12-16	Weak 1NT	2♣ = 5-4 / 5-5 Majors Advancer's 2♦ "choose"				
Cue Bid	5-5 highest two unbid suits	Strong 1NT	As weak no-trump				
1NT	<table style="width: 100%; border: none;"><tr><td style="border: none;">Direct</td><td style="border: none;">Protective</td></tr><tr><td style="border: none;">(15)16-18</td><td style="border: none;">12-15</td></tr></table>	Direct	Protective	(15)16-18	12-15	Weak 2	Double takeout 2NT = 16-18 (Stay. Transfers)
Direct	Protective						
(15)16-18	12-15						
Responses	Stayman, transfers	Weak 3	Double takeout				
2NT	<table style="width: 100%; border: none;"><tr><td style="border: none;">Direct</td><td style="border: none;">Protective</td></tr><tr><td style="border: none;">5-5 lowest two unbid suits</td><td style="border: none;"></td></tr></table>	Direct	Protective	5-5 lowest two unbid suits		4 bids	Double takeout
Direct	Protective						
5-5 lowest two unbid suits							
Responses	Natural	MULTI 2♦	Double = diamonds				

ACTION AFTER OPPONENTS INTERVENE WITH

Simple Overcall	Double	Takeout	Bids	F1	
Jump Overcall	Double	Takeout	Bids	F1	
Double	Redouble	New suit	Jump in new suit	Jump raise	2NT
	Values 10+	F1	Pre-empt	Pre-empt	Good raise

SPECIAL USES OF DOUBLES:

Takeout of suit bids **below 2NT except:**

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

Takeout of suit bids **above 2NT only of:**

- Opening suit-bids (regardless of level)
- When they are in a fit (regardless of level)

SLAM CONVENTIONS	Meaning of Responses	Over interference
4NT Keycard Ask (1430)	Asks for count of aces and trump king: 5♣ = 1 / 4; 5♦ = 0 / 3; 5♥ = 2; 5♠ = 2+Q	Pass = 0 / X = 1 Cheapest = 2 etc.
Control-bids	First- and second-round treated equally	XX = first-round

Other Conventions:

Fourth Suit Forcing (2-level only as far as 2NT)
Cue bids in competition show support

OPENING LEADS	v Suit contracts	4th, 3 rd and 5 th ;	2 nd from suits without an honour		
<div style="border: 1px solid black; border-radius: 50%; padding: 5px; width: fit-content;"> Attach Red Spot, or hatch over, if using non-standard leads </div>	<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>xxxx</u>
Other leads:	v NT contracts	4th, 3 rd and 5 th ;	2 nd from 3/4 cards without an honour		
	<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>xxxx</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
On Declarer's lead	None
When Discarding	Low encourage that suit (high = neutral)
Exceptions to above	None

SUPPLEMENTARY DETAILS

(Please cross reference to appropriate part of card)

0. Glossary:

NF = Non Forcing, **FG** = Forcing to Game, **F1** = Forcing for one round

'**M**' = Major, '**m**' = minor, '**L**' = level (e.g. 3m = 3♣ or 3♦, 2M = 2♥ or 2♠, 4L all 4-level)

NAT = Natural (desiring to play in named strain), **ART** = Artificial, unrelated to strain

NEG = Negative – either sense, "not penalty" (in doubles) or "no values"

INV = Invitational (in NT or agreed strain), **BAL** = Balanced (no shortage)

Bids listed as 'no agreement' can be assumed to be natural and may be passed unless they are a jump.

1. Over 1NT

2♣ Stayman (always has at least one major of exactly four cards)

after opener's 2♦:

2M NAT NF (both majors, bid longer)

2NT NF, natural, balanced 11-12

3m NAT FG, 5+ minor

3M NAT FG, 5M (usually 4OM)

after opener's 2♥:

2♠ # no agreement #

2NT NF, natural, balanced 11-12 (with 4♠)

3m FG, 5+ minor with 4♠

after opener's 2♠:

2NT NF, natural, balanced 11-12 with 4

3m FG, 5+ minor with 4♥

2♦ Transfer to hearts (break to 3♥ MAX); subsequent 3L FG (2♠ # no agreement #)

2♥ Transfer to spades; subsequent 3L is FG (3♥ is 5-5)

2♠ Weak minor (maybe both, 5-5):

Opener usually bids 2NT but may show better clubs than diamonds with 3♣;
responder corrects to long minor

2NT NF, natural, balanced 11-12, no-major (or 4M-3-3-3)

3♣/♦ FG, single-suited, slam invite, opener's 3NT is bad news

3♥/♠ FG, sets suit, slam invite

3NT To play

4♣ # no agreement #

2. Over 2NT

3♣ Stayman (always has at least one major of exactly four cards)

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. Over our weak twos

2L Non-forcing

3L Game forcing

2NT Enquiry INV+, FG opposite extra values – 'feature' is Qxxx, Kxx or better

3suit Minimum

3L Feature

3NT Good suit