

OPENING BIDS	Point Range	Min. Length	CONVENTIONAL MEANING	SPECIAL RESPONSES
1♣	11+	2	Maybe 5♦-3-3-2, 12-14	2♦ 4♥+5♠ 5-8 2M 5M+minor-fit 5-8
1♦	11+	5 (4)	Natural unbal or 5♦-3-3-2 18-19 Only four if 4♦-4-4-1	
1♥	11+	5	1NT NF opposite weak NT; 2/1 FG 2NT Game forcing raise, natural continuations; 3NT 5-trump raise, shortage, 1 key-card; Mini-splinter jump-shifts; Void Splinters	
1♠	11+	5		
1NT	<b>15-17</b>	BAL	2♣ Stayman; 2♦/♥ TRF; 2♠ Bal INV / Weak minor / ♣+♦ 2NT/3♣ TRF; 3♦ ask for 5CM; 3M SPL 3OM; 4♣ Gerber; 4Red TRF (game only or slam) [1]	
2♣	Strong	ART	2♦ NEG; 2♥ light positive; 2NT 8-9, 2Ks no suit;	
2♦	Weak	6	3-8 NV	2♥/♠ NF 2♠ NF
2♥	Weak	6	7-10 Vul 6 card suit	
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		

### 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)

SLAM CONVENTIONS	Meaning of Responses	Over interference
4NT Key-card ask	1 or 4 / zero or 3 / 2 / 2+Q Continuations 'denial-cuebid' style	Pass = step1; X = step2; 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	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"
Cue Bid	5-5 highest two unbid suits	Strong 1NT	2♣ Majors - 2♦ resp. "choose"
1 NT	Direct (15)16-18	Weak 2	Double take-out
	Protective (11)12-16		
2NT	Responses Stayman, transfers	Weak 3	Double take-out
	Direct (15)16-18	Protective 4 bids	Double take-out
	Responses Stayman, transfers	MULTI	Natural, Double = 13-15/19+

OPENING LEADS	v Suit contracts	4th, 3 <sup>rd</sup> and 5 <sup>th</sup> ;	2 <sup>nd</sup> from suits without an honour		
	<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>xx</u>	<u>xxx</u>
Other leads:	v NT contracts	4th, 3 <sup>rd</sup> and 5 <sup>th</sup> ;	2 <sup>nd</sup> from 3/4 cards without an honour		
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>xx</u>	<u>xxx</u>

(In all the card combinations shown, circle the card normally lead if different from standard i.e. underlined card)

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	Pre-empt	Pre-empt	Good raise

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 (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

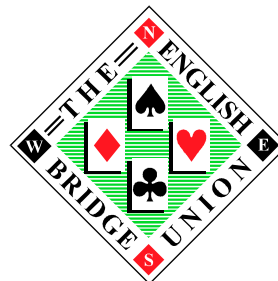
- 2♣ Stayman (always has at least one major of exactly four cards)  
after opener's 2♦:
- 2♥ Both majors, invites correction
  - 2♠ NF, INV
  - 3m FG
  - 3M FG, 4M 'Smolen'
- after opener's 2♥:
- 2♠ NF, INV
  - 3m Nat, FG with 4♠
  - 3♠ ART, ♥ fit, slam try
- after opener's 2♠:
- 3m Nat, FG with 4♥
  - 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:- 4<sup>th</sup> highest, 2<sup>nd</sup> from poor suits  
Upside-down count & 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.