

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♣-2NT good/bad raise 1♦-2NT natural NF
1♥	11+	5		1NT NF opposite weak NT; 2/1 FG 2NT Game forcing raise, shortage rebids; 3NT 5-trump raise, shortage, 1 key-card; Mini-splinter jump-shifts; Void Splinters Drury by passed hand (2♣/♦ = 3/4-card raise)
1♠	11+	5		
1NT	15-17	BAL	2♣ Stayman; 2♦/♥ TRF; 2♠ Clubs; 2NT Diamonds; 3♣ 5CM Stayman; 3♦ NAT FG, long/SPL ♠; 3M SPL 3OM; 4♣ Gerber; 4Red TRF (game only or slam) [1]	
2♣	Strong	ART	2♦ Waiting; 2♥ NEG; 2NT heart positive;	
2♦	Weak	6	3-8 NV	2♥/♠ NF
2♥	Weak	6	7-10 Vul 6 card suit	2♠ NF
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		

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	Weak 2	Double take-out
	Protective (11)12-16		
	Responses Stayman, transfers	Weak 3	Double take-out
2NT	Direct 5-5 lowest two unbid suits	4 bids	Double take-out
	Protective 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	Pre-empt	Pre-empt	Good raise

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 NF; 3L FG

Cue-bids in competition show support

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

No splinters in competition except opponent's suit

After Pass - 1M; 2♣ = 3-card raise; 2♦ = 4-card raise; 2NT = weak ♣/♦

OPENING LEADS	v Suit contracts	4th, 3 rd and 5 th ;	2 nd from suits without an honour		
 Attach Red Spot, or hatch over, if using non-standard leads	AK	AKx	KQ10	KQx	KJ10
	K109	QJ10	QJx	J10x	10xx
	109x	987x	10xx	Hxxxx	Hxxxxx
	Hxxx	Hxx	xx	xxx	xxxx
Other leads:	v NT contracts	4th, 3 rd and 5 th ;	2 nd from 3/4 cards without an honour		
King at trick-1	AKx(x)	AJ10x	KQ10	KQx	KJ10
v NT requests	K109	QJ10	QJx	J10x	10xx
honour or	10xxx	109x	987x	Hxx	Hxxxxx
length-signal	Hxxxx	Hxxx	xx	xxx	xxxx

(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 Ace/Queen; hi-lo = odd-count on King
On declarer's lead	Hi-lo = odd (suit-preference)
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, 5♠ UNBAL INV
 - 3m FG
 - 3M FG, 4OM '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♠ Clubs, 3-way: 3NT opp. fit and controls [INV]; To play 3♣ [WK]; Slam try [FG].
Opener bids 2NT to accept [INV] otherwise 3♣
- Pass/3♣ To play
 - 3M Shortage
- 2NT Diamonds – as 2♠ – continuations similar but not FG with club shortage.
- 3♣ Asks for 5-card major (natural responses)
- 3♦ No 5-card major, responder can continue with 3M = OM
 - 3♥/♠ 5♥/♠ (OM is slam try, 4m is natural F4NT)
- 3♦ FG, diamonds, either both minors or single-suited short club, opener relays 3♥
- 3♠ Both minors
 - 3NT Diamonds, short club, NF
 - 4♣ Diamonds, short club, extras, F4NT
- 3M Shortage, 3OM, 5-4 minors, FG
- 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 (3NT = min, 4m = 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:
- 3♣ Lower HCP, poor suit
 - 3♥ Lower HCP, good suit
 - 3♥ Upper HCP, poor suit
 - 3♠ Upper HCP, good suit.



Name: Peter Sutcliffe.....

Partner: Chris Chambers

E.B.U. NO.

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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
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 Nat 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 (no game opp. 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,
no balanced invite unless 4♥/♠]

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