Name: ..........................................................

Partner:......................................................

E.B.U. NO. ................................................

## 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
Standard count & attitude
(Hi-lo = even; High = encouraging)

## ASPECTS OF SYSTEM WHICH OPPONENTS 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.

EBU 20A

| OPENING BIDS | Point Range | Min. Length | CONVENTIONAL MEANING | | SPECIAL RESPONSES |
|---|---|---|---|---|---|
| 1♣ | 11+ | 4 | 2NT NAT, 10-12 no major; Strong jump-shifts (6+ cards, 16+ HCP) | | |
| 1♦ | 11+ | 4 | | | |
| 1♥ | 11+ | 4 | 2NT Jacoby (fit and opening hand); [7] 3NT 13-15 balanced, no 4-card support, NF; Strong jump-shifts, Splinter raises (sing/void) | | |
| 1♠ | 11+ | 4 | | | |
| 1NT | 12-14 | BAL | 2♣ Stayman[1];Red suit transfers; 2♠:11pts balanced or weak with long minor; [1] 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 2nd & Vul | 2NT Asks for features FG opp. Extras [3] | 2♥/♠ NF |
| 2♥ | Weak | 6 | | | 2♠ NF |
| 2♠ | Weak | 6 | | | |
| 2NT | 20-22 | BAL | 3♣ Puppet Stayman; 3♦/♥ Transfer; 3♠ = 5x♠ & 4x♥ ; [2] | | |
| 3 bids | <10 | 7 (6) | (6 OK for PASS-PASS-?)      New suits forcing | | |
| 4 bids | <12 | 8 (7) | (7 OK for PASS-PASS-?) | | |

## DEFENSIVE BIDS

| OVER-CALLS | Meaning | OPPONENTS OPEN | Defensive Methods |
|---|---|---|---|
| Simple | Standard – Advances NF | Strong 1♣ | Natural, jumps weak |
| Jump | 6-10,   Good 6-card suit 2L Good 7 card suit 3L | Weak 1NT | 2♣ = 5-4 / 5-5 Majors Advancer's 2♦ "choose" |
| Cue Bid | 5-5 in unbid suits (minor bid = both majors (partner NT asks for preferred major), major bid = other major and a minor, 2NT follows for enquiry of which minor) | Strong 1NT | As weak no-trump |
| 1NT | Direct                      Protective (15)16-18            11-14 | Weak 2 | Double takeout followed by Lebensohl if appropriate [4] 2NT = 16-18 (Stay. Transfers) |
| Responses | Stayman, transfers [7,8] | Weak 3 | Double takeout |
| 2NT | Direct                      Protective 5-5 lowest two unbid suits | 4 bids | Double takeout |
| Responses | Natural | MULTI 2♦ | Assume weak |

## ACTION AFTER OPPONENTS INTERVENE WITH

| Simple Overcall | | Double | | Takeout | | Bids | F1 |
|---|---|---|---|---|---|---|---|
| Jump Overcall | | Double | | Takeout | | Bids | F1 |
| Double General | Redouble | | New suit | Jump in new suit | | Jump raise | 2NT |
| | Values 10+ | | F1 | Pre-empt | | Pre-empt | Good raise |
| Double of 1 NT | Halmic [6] | | Overcall of 1NT | Lebensohl / Stayman [5] | | | |

### 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 |
| 1NT (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 |
|---|---|---|
| Roman Keycard Blackwood | 4NT Asks about 5 key cards (4 Aces + K trumps): 5♣=0/3;   5♦=1/4;   5♥=2 without Q trumps; 5♠=2 with Q trumps. Follow on of 5NT asks for Kings (excluding K trumps) (6♣=0,6♦=1,6♥=2,6♠=3) | Pass = 0 / X = 1 Cheapest = 2 etc. |
| Control-bids | First- and second-round treated equally 5NT (without 4NT) asks count of top 3 trumps (♣0,♦1,♥2,♠3) | XX = first-round |

Other Conventions:
Fourth Suit Forcing (2-level only as far as 2NT)
Cue bids in competition show support.
Unassuming cue bid – 3+ card support for partners overcall
Fit jump shows 3+ card support of partners overcall and 5+ card suit with A or K

| OPENING LEADS | v Suit contracts | 4th, 3rd and 5th; | | 2nd from suits without an honour | |
|---|---|---|---|---|---|
| Attach Red Spot, or hatch over, if using non-standard leads | A<u>K</u> | A<u>K</u>x | <u>K</u>Q10 | <u>K</u>Qx | <u>K</u>J10 |
| | K<u>10</u>9 | QJ10 | QJx | J10x | 10x<u>x</u> |
| | <u>10</u>9x | 9<u>8</u>7x | 10xx<u>x</u> | Hxx<u>x</u> | Hxx<u>x</u>x |
| | Hxx<u>x</u> | Hx<u>x</u> | <u>x</u>x | x<u>x</u>x | x<u>x</u>xx |
| Other leads: | v NT contracts | 4th, 3rd and 5th; | | 2nd from 3/4 cards without an honour | |
| **King v NT** for unblock of honour or length-signal | A<u>K</u>x(<u>x</u>) | AJ10x | <u>K</u>Q10 | <u>K</u>Qx | <u>K</u>J10 |
| | K<u>10</u>9 | QJ10 | QJx | J10x | 10x<u>x</u> |
| | 10xx<u>x</u> | <u>10</u>9x | 9<u>8</u>7x | Hx<u>x</u> | Hxx<u>x</u>x |
| | Hxx<u>x</u>x | Hxx<u>x</u> | <u>X</u>x | x<u>x</u>x | x<u>x</u>xx |

*(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 | High Encourage (hi-lo = even) |
| On Declarer's lead | Hi-lo = even |
| When Discarding | Suit preference (High - higher suit, Low – lower suit) |
| Exceptions to above | Standard Suit-Preference (high = higher suit, low = lower suit) |

# 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♦ (ART):
> PASS – weak, 5+ diamonds
> 2♥ - weak, both majors (Partner picks 7 card fit)
> 2♠ - weak hand with 4♠ and tolerance for both minors
>     (partner: picks best fit or 2NT to ask for best minor)
> 3♣ - weak hand with 5+♣ (normally 6+♣)
> 2NT    NAT NF, balanced 11-12
> 3m     NAT FG, 5+ minor
> 3M     NAT FG, 5M (usually 4OM)
> 3NT – to play

after opener's 2♥:
> PASS – weak hand and 4 card M was ♥
> 2♠ - denies 4♥, weak with 4♠ and tolerance for both minors
>     (partner: picks best fit or 2NT to ask for best minor)
> 2NT - NF, natural, balanced 11-12 (with 4♠)
> 3m – denies 4♥, weak with 4♠ and good support for minor (usually 6 cards)
> 3♥ - limit raise asking partner to bid game with maximum
> 3NT – to play or opener to correct to 4♠
> 4m – cue bid agreeing ♥ and showing first round control in minor (strong)

after opener's 2♠:
> PASS – weak hand and 4 card M was ♠
> 2NT - NF, natural, balanced 11-12 with 4♥
> 3m – denies 4♠, weak with 4♥ and good support for minor (usually 6 suiter)
> 3♠ - limit raise asking partner to bid game with maximum
> 3NT – denies 4♠, to play
> 4m – cue bid agreeing ♠ and showing first round control in minor (strong)

2♦    Transfer to hearts; subsequent 3L FG (2♠ # no agreement #)
2♥    Transfer to spades; subsequent 3L is FG (3♥ is 5-5)
2♠    Weak, long minor (6+) OR 11 points:
     Opener usually bids 2NT for weak (12-13 points) or bids 3♣ ART (14 points);
     responder corrects to long minor OR 3NT if balanced and has values
2NT    NF, natural, balanced 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♣    Puppet Stayman (always has at least one major of at least 3 cards)
     Respones (3♦ - 4 card M, 3♥/♠ - 5 card respective M, 3NT – no 4 card M)
     If 3♦ then responder bids opposite major to one held (transfer))
3♦/♥   Transfer (Opener's 3NT is MAX with 3-card support)
3♠    Exactly 5♠ and 4♥
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

## 4. Over opponents weak 2, followed by partner's takeout double

2L    (0-7) NAT NF
2NT   Asking for puppet response of 3♣ <u>unless strong</u>, followed by:
     PASS - (0-7) and suit is ♣
     3L (suit lower than weak 2 suit bid) - (0-7) NAT NF
     3M (suit higher than weak 2 suit bid) – NAT x5 FG + stopper
     Cuebid - ART 4 card major + stopper
     3NT - NAT BAL + stopper
3L    (8-11) NAT INV
Cuebid   (12+) ART FG denies stoppers in opponents suit
3NT   (12+) NAT with 2 stoppers in opponents suit

## 5. Over opponents overcall 1NT (Lebensohl/Stayman)

Cuebid   Stayman - with stopper in opponents suit
     (3♣ - response= 3M(4 card) or 3♦ denying 4 card major)
     (3♦ - response= 3M (4 card) or 3NT denying 4 card major)
     (3♥ - response= 3♠ (4 card) or 3NT denying 4 card major)
     (3♠ - response= 3♥ (4 card) or 3NT denying 4 card major)
2L    NAT NF
2NT   Asking for puppet response of 3♣ <u>unless strong</u> followed by:
     PASS NF weak and 6♣
     3L (suit lower than opponents suit bid)     NAT NF
     3L (suit higher than opponents suit bid)     NAT INV
     3NT         NAT BAL Denies Stopper in Opponents suit
     Cuebid (stayman as above but denying stopper)
3L    NAT FG (promises at least a 5 card suit)
3NT   NAT with stopper in opponents suit

## 6. Halmic (Opponents DOUBLE of 1NT)

REDOUBLE with 5 card suit, asking for 2♣ puppet response followed by:

        PASS        if 5 clubs

        2L        the 5 card suit

PASS with 4333 or wanting to play in 1NT, opener must REDOUBLE

        Responder bids 2♣ if weak, and opener passes or

        corrects to longest suit

2L        Lower of 2 equal length suits (4-4, 5-5)

        Opener bids next suit up with doubleton or 4333

            (Responder corrects)

        Opener PASSES with 3 of the suit as long as not 4333

2♠        With 5-5 in majors and 8+ points, Opener bids longest major

2NT        With 5-5 minor and major and 8+, Opener bids:

        3C (doubleton in a major) "Choose Best Minor" at 3L

        3D (3-3 major or better) "Choose Best Major" at 3L or 4L

## 7. Jacoby 2NT

Following Partners opening of 1M, and <u>no</u> intervention, a 2NT response is forcing and shows at least 4 card support and game values.

Openers responses to 2NT (ART) are:-

| | |
|---|---|
| 4suit | NAT NF, 5+ in suit, minimum (7 losers), no singleton or void |
| 3suit | NAT FG, 5+ in suit, extra strength (max 6 losers), no singleton/void |
| 3L (new suit) | ART FG - singleton/void in that suit (any strength hand) |
| 4L (new suit) | NAT 5+ card suit with 2 of top 3 honours and 16+ points |
| 3NT | 15+ points and balanced hand |

(With suit overcall intervention over 1M, 2NT is natural.

        With a takeout double intervention over 1M, 2NT shows 4 card support for M and intvitational values (3 level raise equivalent