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GENERAL DESCRIPTION OF SYSTEM

Bidding Methods:- **Five-Card Majors**
Weak No-Trump
Weak 2♦/♥/♠

Style of leads, signals, discards:- 4th highest, 2nd from poor suits
Standard count, upside-down attitude
King for count, Ace / Queen for att.
(Hi-lo = even; High = discouraging)

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

Longer minor when balanced 15+, no 5-major (1♣ with 3-3 minors)

STRENGTH OF 1NT OPENERS: (11)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, 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♠: Range-ask or clubs [1]; 2NT: asks for 5M; 3♣ = TRF (♦); 3♦ = short diamond, either or both majors; 3M = short, 4OM [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♥/♠ NF 2♠ NF
2♠	Weak	6		
2NT	20-22	BAL	3♣ Puppet Stayman; 3♦/♥ Transfer; 3♠ = 5♠ & 4♥; [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 (15)16-18 Protective 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 5-5 lowest two unbid suits Protective	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]		

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:

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

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

7. 8. Jacoby 2NT

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

Openers responses to 2NT (ART) are:-

4M NAT NF, 5+ in suit, minimum (7 losers), no singleton or void

3M 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

After a suit overcall of 1M, 2NT is natural.

After a takeout double of 1M, 2NT shows 4 card support for M and invitational values (3 level raise equivalent)

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	4NT Asks about 5 key cards (4 Aces + K trumps)	Pass = 0 / X = 1
Blackwood	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)	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		
	AK	AKx	KQ10	KQx	KJ10
	K109	QJ10	QJx	J10x	10xx
	109x	987x	10xxx	Hxxx	Hxxxx
	Hxxx	Hxx	xx	xxx	xxxx
Other leads:	v NT contracts	4th, 3rd and 5th;	2nd from 3/4 cards without an honour		
King v NT	AKx(x)	AJ10x	KQ10	KQx	KJ10
for unblock of honour or length-signal	K109	QJ10	QJx	J10x	10xx
	10xxx	109x	987x	Hxx	Hxxxx
	Hxxx	Hxx	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 A/Q/J) / high-low = even (on King)
On Declarer's lead	Hi-lo = even
When Discarding	High = encouraging, low = neutral
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♥/♠, 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)
Responses (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♣ unless strong, 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♣ unless strong 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