OPENING BIDS	Point Range	Min. Length	CONVENTIONAL SPECIAL MEANING RESPONSES	
1*	11+	2	Clubs or any 2N NAT, jumps strong over all balanced hand out side NT range	
1♦	11+	4		
1♥	11+	4/5	5 NV 1,2	
1.	11+	4/5	5 NV 1,2	
1NT	10-12 14-16	BAL	NV 1,2 2 spades, 2 hearts, 2 √/ Nat INV, 2NT INV	
2*	Strong	ART	2♦ NEG, 2♥ 2 controls, 2♠+ show controls	
2♦	Multi	5	2/3/4M Pass/correct, 2N Fit or OM, 3m FG Nat, 4♣ ENQ, 4♦ puppet to 4♥	
2♥	Strong	5	2S NEG, 4H weaker than 3H	
2*	Strong	5	2NT NEG raises as above	
2NT	Strong	5+*	Clubs 3. NEG	
3 bids	<10	6		
4 bids	<12	6		

DEFENSIV	E BIDS							
OVER- CALLS	Meaning			OPPONENTS OPEN	Defensive Methods			
Simple	Standard – Advances F1			Strong 1*	X=majors, 1NT=minors (5/5)			/5)
Jump	Weak (wide-range opp, PH)			Weak 1NT	2.=Majors			
Cue Bid	2-suited, m=MM, M=OM+♣			Strong 1NT	(cont) X = S+minor (also PH)			Ή)
1 NT	Direct Protective 15-18 11-16			Weak 2	х то			
	Responses Front of Card			Weak 3	х то			
2NT	Direct Protective UNT 19-21			4 bids	х то			
	Responses Front of Card			MULTI	X = 13-15 or 19+			
ACTION A	FTER OPP	ONENTS INTERV	ENE V	VITH				
Simple Overcall Double N		Nega	ative	Bids	NAT	F1		
Jump Overcall Double N		Nega	ative	Bids	NAT	F1		
Double	Redoubl	ouble New suit Jum		p in new suit	Jump ra	aise	2NT	
	10+ no fit 1NT TRFs Fit		Fit		PRE		Sound raise	

SPECIAL USES OF DOUBLES:

Mainly take-out

SLAM CONVENTIONS	Meaning of Responses	Action over interference
Name: RKCB	03 / 14 / 2 / 2+Q	DOPI

OTHER CONVENTIONS:

Fourth Suit Forcing (to game)

OPENING LEADS	v suit contracts	4th, 3rd an	,	Lowest from other from o	•
Attach Red Spot, or hatch over, if using non- standard leads	AK K109 109x Hxx <u>x</u>	<u>A</u> Kx QJ10 9 <u>8</u> 7 x H x <u>x</u>	<u>K</u> Q10 <u>Q</u> Jx 10xx <u>x</u> <u>x</u> x	<u>K</u> Qx <u>J</u> 10x Hxx <u>x</u> x x <u>x</u> x	K <u>1</u> 10 10x <u>x</u> Hxx <u>x</u> x x x <u>x</u> x x
Other leads: v NT contracts		4th, 3rd ar	nd 5th;		
	AKx(x)	A <u>J</u> 10x	<u>K</u> Q10	<u>K</u> Qx	K <u>J</u> 10
	K <u>10</u> 9	<u>Q</u> J10	<u>Q</u> Jx	<u>J</u> 10x	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> xx
	Hxx <u>x</u> x	Hxx <u>x</u>	<u>x</u> x	х <u>х</u> х	x <u>x</u> xx
(In all the card combinat	ions shown , circle	the card normally le	ead if different from s	tandard i.e. under	lined card)

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	Lo Encourage (hi-lo = odd)
Exceptions to above	Upside-down Suit-preference

SUPPLEMENTARY DETAILS (Please cross reference to appropriate part of card)

[1] Over 1NT

3m

2♣ 4♠, openers bid 2♦ without 4♠, 2♥/♠ with, MAX/MIN. Over 2♦;

2♥ Transfer (seldom broken) either weak or FG, unless opener bids this or 2♠ (below)

then simple continuations show only 4.

2. Both majors INV or better, either longer may be only 44

2N INV NF

5m/4♠ FG

3♥ shortage 4-1-4-4.

3♠ 6♠ INV

2♦ Transfer maybe 4, responder's subsequent 2♠ 5+ heart FG

2♥/★ Natural invitational

2N Clubs, shortage next but $3 \neq 2-2-4-5$ or short diamond

3♣ Diamonds, shortage next

3♦ Diamonds, FG, either 2-2-5-4 or short club

3M Short M, both minors not 40M FG

4*/♦ To play 4♥/♠

[2] Over 1.

1♥ 4+HCP, 4+♥

1♠ 4+HCP, 5+♠

1NT 44xx, 0-6 HCP

2♣/♦ 7-10, 4H & 5m

2♥/♠ 7-10, 5M & 4♣



Name: Chris Chambers

Partner: **Ed Colley**

E.B.U. NO.

(20 July 2002)

GENERAL DESCRIPTION OF SYSTEM

Bidding Methods:- Natural style with 1* clubs or balanced Variable NT (10-12/14-16)

Multi 2*, Strong 2*/*/NT=(*)

Style of leads, signals, discards:- Upside down count, attitude, SP

ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE

5 Card majors non-vul. (when 10-12 NT in force) otherwise good 4 card suits are OK, major preferred on 4432

Weak two in Multi can be 5 cards (but always 6, 2nd or vulnerable)

1* forcing, either clubs or unlimited balanced no biddable suit if rebidding 1NT

2NT is a strong opening in clubs (in the style of Acol Twos)

STRENGTH OF 1NT OPENERS: 10-12 NV 1,2 elsewhere 14-16

2. RESPONSE TO 1NT OPENER IS: Shows 4+

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

EBU 20A