

OPENING BIDS	Point Range	Min. Length	CONVENTIONAL MEANING	SPECIAL RESPONSES
1♣	10-20	2		Transfers [9] Jacoby [2] Splinters Weak Jump Shift
1♦	10-20	4		Inverted Raises [1] Jacoby [2] Splinters Weak Jump Shift
1♥	10-20	5		2NT Jacoby [2] Splinters 3♣ Bergen = 3CS 3♦ Bergen = 4CS
1♠	10-20	5		2NT Jacoby [2] Splinters 3♣ Bergen = 3CS 3♦ Bergen = 4CS
1NT	15-17	Bal	May be 5/4 minors or 5-card major	2♣ Stayman 4-suit Transfers Break without support in minors
2♣	23+	N/A	Forcing to 2NT	2♦ Negative or Bal. 2♣-2♦-2♥ Kokish [4] 2♠-2♦-3♥/3♠ NF
2♦	5-10	6		2♥/2♠ To Play 2NT Enquiry for stoppers
2♥	5-9	6		2NT Enquiry for singletons [8] Bids F1R
2♠	5-9	6		2NT Enquiry for singletons [8] Bids F1R
2NT	20-22	Bal	May be 5/4 minors or 5-card major	3♣ 5-Card Stayman [3] SAF 3♠ = minors; transfers
3 bids	<10	6+	Pre-emptive	New suit forcing
4 bids	N/A	7+	Weakish	

DEFENSIVE BIDS

OVER-CALLS	Meaning	OPPONENTS OPEN	Defensive Methods
Simple	Nat. except over short ♣	Strong 1♣	X = Majors; 1NT = minors
Jump	Weak	Weak 1NT	Multi-Landy 2♣ Both major 2♦ One major
Cue Bid	Michaels (weak or strong)	Strong 1NT	2♥/2♠ 5 card suit + minor
1NT	Direct 15-18 Protective 10-14 Responses As per 1NT opening	Weak 2	X T/O & Lebensohl
		Weak 3	X T/O
2NT	Direct Unusual Protective 19-21 Responses Stayman & Transfers	4 bids	X T/O & 4NT = two places to play
		MULTI	X = 13-15 bal or 17+ any; 2NT = 16-18 Bal;

ACTION AFTER OPPONENTS INTERVENE WITH

Simple Overcall	Double	Negative (up to 3♠) Bids	Transfers after 1♣
Jump Overcall	Double	Negative (up to 3♠) Bids	F; jumps as above;
Double	Redouble	New suit	Jump in new suit
	10+	Forcing	Jump raise 2NT Fit-jump over M WJS over m Pre-emptive Good raise to 3 of partner's suit

SPECIAL USES OF DOUBLES:

High Level Takeout Doubles
 Double of cue of own suit suggests alternate lead
 Double of cue in partner's suit = A or K
 Double at 1L after we open 1♣ shows ♥ (♠ over ♥s)
 Support doubles to 2♥
 Lightner

SLAM CONVENTIONS	Meaning of Responses	Action over interference
RKCB / XRKCB	1430	
Next suit	Asks for Q	
5NT after RKCB	Asks for specific kings	
Other 5NT	2 places to play	

Other Conventions:

Fourth suit forcing to game;
 Unassuming Cue Bids;
 Leaping and Non-Leaping Michaels;
 Transfers after opponents' overcalls at 1 and 2 level;
 Serious/Non-serious slam tries
 X over short ♣ = clubs, or strong

OPENING LEADS	v suit contracts		2 nd & 4 th K asks for Count		
	<div style="border: 1px solid black; border-radius: 50%; padding: 5px; display: inline-block;"> Attach Red Spot, or hatch over, if using non-standard leads </div>	AK	AKX	KQ 10	KQX
K 109		QJ 10	QJX	J 10X	10XX
	109X	987X	10XXX	HXXXX	HXXXXX
	HXX	HXX	XX	XXX	XXXX
Other leads	v NT contracts		2 nd & 4 th K asks for unblock		
	AKX(X)	AJ 10X	KQ 10	KQX	KJ 10
	K 109	QJ 10	QJX	J 10X	10XX
	109X	109X	987X	HXX	HXXXXX
	HXX	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	K = Standard Count, Rev Attitude on A, Q
On Declarer's lead	Standard Count
When Discarding	Reverse Attitude, then Standard Count
Exceptions to above	McKenney where obvious

SUPPLEMENTARY DETAILS

[Please cross reference to appropriate part of card]

- [1] **Inverted Diamond Raises**
1♦-2♦ 10-11 4-card support
- [2] **Jacoby 2NT (over 1D/1H/1S Openings)**
Game Forcing raise with 4 card trump support
3♣ Minimum with singleton
3♦ No singleton
3♥ Lowest shortage
3♠ Middle shortage
3NT Higher shortage
- [3] **5-card Stayman over NT**
3♣ Asks for 4- or 5-card major
3♦ 1 or 2 4-card majors; Puppet continuations
3♥ No 4-card major
3♠ 5-card spades
3NT 5-card hearts
- [4] **Kokish 2♥ after 2♣-2♦**
Hearts or 23-24/27-28 balanced;
2♠ = 2nd negative
- [5] **After 2NT rebid**
3♣ Puppet to 3♦; must pass next 3 level bid
3♦ Major suit enquiry
3♥ Slam try in opener's suit
3♠ Slam try in responder's suit
3NT To play
- [6] **2 Level Responses to 1 of a Major**
2♣ Game Forcing enquiry
2♦ (over 1♥) 8-10, 3 card support
2♦ (over 1♠) Transfer to hearts, 8+
2♥ (over 1♠) 8-10, 3 card support
2M Weak raise
- [7] **After they overcall with an unusual 2NT**
NOTE: similar defence to other 2-suited intervention
NOTE: Transfers over 2-suiters where 1suit is unknown
X Values, penalty oriented
3 of their lowest suit = UCB in partner's suit
3 of their highest suit = 5+ cards in unbid suit
3 of partner's suit = pre-emptive raise
3 of unbid suit = competitive [NF]
4 minor = splinter agrees partner's suit
4 major = to play
- [8] **Continuations after 2NT Enquiry over 2♥/2♠ openings**
As per Jacoby
- [9] **Transfer responses to 1♣**
1♦ 4 card hearts, may have longer minor if not FTG
1♥ 4 card spades, may have longer minor if not FTG
1♠ 6+, 1 or both minors; if FTG, balanced without 4 card major or 5 card minor
1NT FTG, 5+ clubs (may have 4 card major)
2♣ FTG, 5+ diamonds (may have 4 card major)
2♦ Weak, 5 spades, 4 hearts
2♥ Weak, 6+ hearts
2♠ Weak, 6+ spades
2NT Jacoby, 6+ clubs
3♣ Weak raise, 5+ clubs



Name: Nick Simms
00014648
Partner: Mike Clack
00112302

GENERAL DESCRIPTION OF SYSTEM

Bidding Methods:- 5-card Majors
1C may be two (NOTE: transfer responses)
Strong NT, 15-17 HCPs
2C over 1M = Game Forcing enquiry
2D over 1S = Transfer to hearts
Over your short ♣, DB = Club opener or strong

Style of leads, signals, discards:-
2nd and 4th
Standard Count
Reverse Attitude

ASPECTS OF SYSTEM WHICH OPONENTS SHOULD NOTE

STRENGTH OF 1NT OPENERS: 15-17
2♣ RESPONSE TO 1NT OPENER IS: Stayman
(with opponent passing)

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