

Opening Bids	Point Range	Min. Len	Meaning	Special Responses
1♣	9+	2	Clubs or 12-14/18-19 Bal	1♦ = walsh style 1NT = 6-10 usually denies a major, 2♣ = inverted, 2 other = weak 2NT = Nat, 3 suit = weak
1♦	9+	4	Natural. If weak NT will be KJ10x or better	1NT = 6-11 HCP 2/1 GF 2NT Nat 3♣ Nat, Inv, NF
1♥/1♠	9+	5	Natural	2NT = GF with 4 trumps. 1NT = 6-11. 2/1 GF. 3♣/3♦ = 3 / 4 card raises. 2♠/3♥ = mixed raise. 3M preemptive
1NT	15-17	2	May contain a 5 card major or a 6 card minor	2♣ = Stayman, 2♦/2♥/2♠/2NT = transfers, 3m = slam try. 3M = preemptive, 4♣ = 5/5 minors slam try 4♦ = 5/5 majors game only
2♣	-	0	9+ PT or 23+ HCP balanced	2♦ = relay, 2♥/2♠/3♣/3♦ = positives, Jumps show semi positive eg. HHxxxx
2♦	5-9	0	1/2 weak two major 3/4 nat weak two	
2♥/2♠	5-9	5	1/2 5/5 with lower 3/4 nat weak two	
2NT	20-22	1	May contain a singleton A or K	3♣ = 5-card puppet Stayman, 3♦/3♥ = transfers, 3♠ = minor suit stayman, 4suit = 2 below slam try
3 bids	0+	5	Pre-emptive	3♦/4♣ slam try
4 bids	0+	6	Pre-emptive	Over 4M new suit is suit below 2 losers.

DEFENSIVE BIDS

Over-calls	Meaning	Opponent Opens	Defensive Methods
Simple	Natural, 5+ cards (4+ at 1-level)	Strong 1♣	X = Majors. 1NT = minors. WJO
Jump	Weak jump overcalls according to Vul. Intermediate if protective	1NT	Aspro 2♣ = ♥ + other 2♦ = ♠ + other 2NT = minors or strong 2 suiter
Cue Bid	Michaels	Weak 2's	X = Take-out with Lebensohl, 4m (over 2M) = 5-5 in minor and other M
1NT	Direct Protective 15-17 11-14 Responses: as if opened	Weak 3's	X = Take-out
2NT	Direct Protective Unusual 19-21 Responses: as if opened	4 Bids	X = Take-out, 4NT = 2-suited
		Multi 2♦	X = 13-16HCP balanced or strong

ACTION AFTER OPPONENTS INTERVENE WITH

SIMPLE OVERCALL	DOUBLE: Negative	BIDS: See note 1
JUMP OVERCALL	DOUBLE: Negative to 3♣	BIDS: Natural, new suit forcing
DOUBLE	REDOUBLE	NEW SUIT
	9+	Natural
		JUMP IN NS
		Note 2
		JUMP RAISE
		Pre-emptive Raise
		2NT
		Good Raise

SPECIAL USES OF DOUBLES & REDOUBLES

Generally take out / lead directing
Game try doubles
Support doubles


SLAM CONVENTIONS	Meaning of Responses	Action over interference
3041 RKCB	5♣ = 0 or 3 5♦ = 1 or 4 5♥ = 2 - Q 5♠ = 2 + Q	X = Pen

OTHER CONVENTIONS:

Unassuming Cue Bids, Directional Asking Bids, Fourth Suit Forcing, Grand Slam Force

Lebensohl (see additional notes) after 2-level intervention over 1NT and after partners X of a weak 2.
If we do not have values for game however, 2NT is two places to play.

2♣ is checkback over a 1NT rebid. 3♣ is wolff over a non-GF 2NT rebid, and 3♦ is checkback.

Opening Leads	vs. Suit Contracts		3 rd and 5 th . K for count		
		A K	A K x	K Q 10	K Q x
K 10 9		Q J 10	Q J x	J 10 x	10 x x
	10 9 x	9 8 7 x	10 x x x	H x x x x	H x x x x
	H x x x	H x x	x x	x x x	x x x x
	vs. NT Contracts		2 nd and 4 th . Strong K		
	A K x (x)	A J 10 x	K Q 10	K Q x	K J 10
	K 10 9	Q J 10	Q J x	J 10 x	10 x x
	10 x x x	10 9 x	9 8 7 x	H x x	H x x x x
	H x x x x	H x x x	x x	x x x	x x x x

CARDING METHODS	Describe Primary Method. State alternative in brackets
On Partners Lead	Standard Count / Reverse attitude
On Declarers Lead	Standard Count / Reverse attitude. Maybe suit pref in trumps
When Discarding	Reverse attitude, then standard count
Exceptions to above	Smith Peters v NT. Hi = Enc (not on discards)

GENERAL DESCRIPTION OF SYSTEM

Bidding Methods:

Natural. 5 card Majors. 2/1 GF

Style of Leads, Signals, Discards:

Leads: 2nd and 4th vs. NT, 3rd and 5th vs. Suits

Signals: Standard Count / Reverse Attitude (Smith Peters)

Discards: Reverse Attitude then Standard Count

**ASPECTS OF SYSTEM WHICH
OPONENTS SHOULD NOTE**

1♣ opening may be as short as 2 cards

1♦ opening is natural (4+ cards)

1♥ and 1♠ openings are 5+ card suits

A jump raise to 3 of the major is pre-emptive with 4-card support

1NT opening may contain a poor 5-card major or a 6-card minor

2♣ opening is 9+ PT or a balanced 23+ HCP

2♦ is a weak 2M (1/2) or natural weak (3/4)

2♥ and 2♠ are 5/5 weak (1/2) or natural weak (3/4)

STRENGTH OF 1NT OPENING: 14½-17

2♣ RESPONSE TO 1NT OPENING IS: STAYMAN (non promissory)