

OPENING BIDS	Point Range	Min. Length	CONVENTIONAL MEANING	SPECIAL RESPONSES
1♣	Rule of 19	2	2/3 in bal hand	1D RELAY, 2C=NAT GF. 2D = INV+, minors 2H/S = nf. 2N = Baron, 16+. [see note viii]
1♦	"	4	NAT	1D-2D=Inverted
1♥	"	5	3M=distributional raise. 2NT,3C/D, jump in OM=raises [i]	3NT=bal raise, splinters 2NT=Jacoby [ii]
1♠	"	5	As 1H opener	"
1NT	15-17	Bal	2C=Stayman, 2D/H/S/N=t/fers [iii]. 3X=3 suits, GF	
2♣	Wk 2D or GF	5+D if weak	2NT= strong relay, 2/3D=play or convert.	
2♦	4-8 or 22-23	5+ wk 2H/S	2H/S = play or convert, 2NT= relay	
2♥	6-10	6	2S=NATnf. 2N=Show shortage. 3C=Show range	"
2♠	6-10	6	2N=Show shortage. 3C=Show range	"
2NT	20-21	Bal	3C=5 card stayman. 3D/H=t/fers. 3S=minor(s) [v]	
3 bids	0-9	6/7	NAT	
4 bids		6/7 H or S	4C/D = strong 4H/S [solid suit or near solid + A]	

### DEFENSIVE BIDS

OVER-CALLS	Meaning	OPONENTS OPEN	Defensive Methods
Simple	Nat - can be quite strong	Strong 1♣	CRASH&WJO
Jump	Weak, non-constructive	Weak 1NT	2C=both M's. 2D=o/call in H or S 2H/S=5M+4/5m.
Cue Bid	Michaels - Weak or v strong	Strong 1NT	As for weak NT
1 NT	Direct 15-18 Protective 11-14 Responses As 1NT opener	Weak 2	Dble t/out
		Weak 3	"
2NT	Direct Michaels Protective 19-22 Responses As "NT opener	4 bids	Dble=take out. 4N=2 suits
		MULTI	Dble+13-15 bal or 19+

### ACTION AFTER OPPONENTS INTERVENE WITH

Simple Overcall	Double Negative - 4OM	Bids F1, as if no interference	Cue bid=3 card raise. 2N=4 card raise
Jump Overcall	Double	"	Bids 3 level new suit GF
Double	Redouble	New suit	Jump in new suit
	Good raise to 2X.	As if no interference	Fit + good suit
		Jump raise	2NT
		Distrib raise	Value raise to at least 3X

### SPECIAL USES OF DOUBLES:

Most Dbles below game are takeout or competitive.

- Support Dble by opener after 1 level response in H/S.
- After penalty Dble of weak NT, each defender has one t/out dble.
- Dble of cue bid of our suit = lead directing [reverses normal message].
- Dble(or Redble) of conventional bid shows values & sets up forcing pass.
- If 1NT doubled for penalties, Rdbble= shows single suit & weak hand. 2X=that suit & higher suit. see[iv]
- Comp/Last chance Dbles. Non-penalty slam Dble

SLAM CONVENTIONS	Meaning of Responses	Action over interference
<b>Roman Key card Blackwood Gerber[over 1 or 2NT opener only]</b>	1 <sup>st</sup> step = 0 or 3, 2 <sup>nd</sup> step = 1 or 4, 3 <sup>rd</sup> step = 2, no Q trp, 4 <sup>th</sup> step = 2 + Q trump.	1 <sup>st</sup> step = 0 or 4, 2 <sup>nd</sup> step = 1, 3 <sup>rd</sup> step = 2, 4 <sup>th</sup> step = 3

### Other Conventions:

2C checkback over 1/2NT rebid. See [vi]

2NT in competitive auctions is normally CONV. - 4card raise, 2 places to play or weak way to bid new suit. **But** 1C/D - (1X) - 2NT& (1X) - 2M -(any) - 2NT = NAT

1N - (2X) - 2NT,3C/D/H/S=transfer Rubensohl.

1C - (1N) - 2C = stayman type, 1M-(1NT)-2C=OM+fit, 2D = value raise to 2M

OPENING LEADS	v suit contracts	2 <sup>nd</sup> & 4th,	Strong Tens		
<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 K109 109x Hxxx	AKx QJ10 987x Hxx	KQ10 QJx 10xxx xx	KQx J10x Hxxx xxx	KJ10 10xx Hxxxx xxxx
	Other leads:	v NT contracts	2 <sup>nd</sup> & 4th,	.....	
	AKx(x) K109 10xxx Hxxx	AJ10x QJ10 109x Hxxx	KQ10 QJx 987x xx	KQx J10x Hxx xxx	KJ10 10xx Hxxxx x 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	Reverse Distribution, reverse attitude on A lead
On Declarer's lead	" "
When Discarding	Exceptionally, low card shows that suit. Any other card = neutral.
Exceptions to above	McKinney. Unblock J on lead of Q

## SUPPLEMENTARY DETAILS

(Please cross reference to appropriate part of card)

[i] 1M-2M 3 card raise, 1M-3C=7 to 10, 4 card raise, 1M-3D= 10-12, 4 card raise. Jump in OM= 10-12, 3 card raise.

[ii] 1M-2NT=GF with 4+ trumps. Opener bids 4M with min. 3X=shortage, 3NT=bal/semi bal non-minimum. 3M=neutral.

[iii] 2C followed by 3C/D = nf. 1NT - 4D = both majors, 2S/NT= clubs/dias, Could be weak or INV+. 1<sup>st</sup> step shows fit. Subsequent new suit = GF

[iv] After 1NT – Dble – Redble = opener bids 2C & passes any continuation  
- 2C/D/H = bid suit and higher suit  
- 2S = NAT

[v] 3C over 2NT asks for 5 card M. Now 3NT shows max of 2/3 in H/S  
3S = F4NT, one or both minors. Opener bids 3N. Now 4H/S= both minors, short in H/S.  
4C = Gerber, 4D = raise to 4NT with at least one major.

[vi] Checkback over 1NT or 2NT rebids. Continuations in new suit GF

[vii] Transfer Lebensohl if 1NT is overcalled. Transfer to opp. suit is 'stayman'. Fast arrival shows stop. 3S = Transfer to 3NT, no stop or 4 card major.

[viii] 1D response has 4 card M or long dias. Less than INV values  
1M response shows 5+.  
2D response is INV+, no major – may be bal or 5+ in one or both minors.  
2M = 5+ in M, 4+ clubs, nf.



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### GENERAL DESCRIPTION OF SYSTEM

Bidding Methods:- **NATURAL, 5 card majors, strong NT, Multi 2C/D, Weak Twos in H & S.**

Style of leads, signals, discards:- 4<sup>th</sup> & 2<sup>nd</sup>  
Reverse  
Reverse attitude - first discard

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### ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE

**1♣ may be 2 card suit in bal hand. 1♦ response = relay.**  
**2♣ opener is Weak 2D or very strong**  
**2♦ = Multi, very weak 2 in major or 22-23 bal**  
**2♥/♠ = sound weak two**  
**1X-3X distributional raise**

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STRENGTH OF 1NT OPENERS: **15 -17 hcps**

2♣ RESPONSE TO 1NT OPENER IS: Non-promissory Stayman.

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Cards must be exchanged with opponents for each round.