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SYSTEM SUMMARY

1NT Opening: 15-17 HCPs
2 over 1 Response: Game Forcing

Special Bids That May Require Defence:

Multi 2; Tartans 5/5; Ghestem;
Unassuming Cuebid; New Minor Forcing
Staymanic, Transfers & Smollen

LEADS AND SIGNALS

OPENING LEADS

Vs.	Lead	In Partner's Suit
Suit	Standard	Low from 3/4 to an honour; MUD; Hi-lo from doubleton
NT	Standard	

Other: v NT - High card lead discourages

2nd highest from 3+ small

SIGNALS IN ORDER OF PRIORITY

Partner's Lead	Declarer's Lead	Discarding
Low encourages	u.d.c.a.	u.d.c.a. o/e on 1 st discard

DOUBLES

TAKEOUT DOUBLES:

Up to, and inc., 4♥; shape-showing - jump/cuebid
response shows strong hand.
Reopening: 9+

SPECIAL, ARTIFICIAL DOUBLES/REDOUBLES:

Negative through 4♥.
Rozencran, to show top honour in Partner's suit over
cuebid.

DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS:

8+ hcps, with at least 5-card suit.
Protective/re-opening may be 4-card suit. Ghestem.

INT OVERCALL:

Direct : 15-18 hcps.; re-opening: 10-12 hcps;
Protective: 10-14 hcps. Resps. both as per opening nt.

JUMP OVERCALLS:

1-Suit: 6-card (Non-vul: weak 6=10hcp);
Vul: intermediate (11-15hcp)
2-Suit: Ghestem (cuebid: extremes; jump in
minor: unbid suits; jump in nt: lower suits).

DIRECT and JUMP CUEBIDS:

Direct = Ghestem; Jump = stopper enquiry for nt.

vs 1NT:

Dbl. of Weak: 15+ hcps. Informative; Dbl. of Strong:
Single suited minor. After passing in 1st or 2nd seat
re-opening dbl = 10-12 hcps. with Majors or Minors.
Weak/Strong: 2♣ = both Majors; 2♦ = single-suited
Major; 2♥/2♠ = at least 5-card Major and at least
4-card Minor; 2NT = strong two-suiter 8+ tricks.
Direct 3-level bid usually 7-card & Rule of 2's & 3's.

vs UNUSUAL NT (minors):

Dbl.: = penalty 11+ & dbl. of at least 1 Minor.
Over p's 1♥ opening: 3♣ = 4♣ + supp; 3♦ = 5♣ + supp;
3♥ = comp. & n.f.; 3♠ = 6-card & forcing.

vs PRE-EMPTS:

Dbl. for Takeout; Cuebid of Minor shows at least
5/5 in Majors; NT to play.

vs STRONG ♣ OPENING:

Double = takeout; 1♦/♥/♠ = natural;
1NT = ♣+♥ or ♦+♠; 2♣ = black suits; 2♦ = red suits;
other suit bids=natural, at least 6-card.

OVER OPPONENTS' TAKEOUT DOUBLE:

Redouble = 9+ hcps. and penalty-orientated;
Single raise = weak; Double raise = good raise to 2;
2NT = normal raise to 3.

OPENING	ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL. THROUGH	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION
1♣		2	✓	11-20 h.c.p.s, non-forcing	Inverted raises; w.j.s.; 2NT(16+ and 4-card fit showing); 3NT (13-15) to play; Splinters	Standard rebids; New Minor Forcing; 4 th -suit forcing; suit re-bid over 2NT shows singleton; delayed Splinters; Minor Suit Keycard
1♦		4	✓	11-20 h.c.p.s, non-forcing		
1♥ 1♠		5 5	✓ ✓	11-20 h.c.p.s	Standard - except 2NT(16+) & 3NT(12-15) + 4-card support (or 3 to two top honours); Splinters; Jump fits in Minor at least good raise to 3 of major.	
1NT				15-17 h.c.p.s., might hold singleton	Staymanic; Transfers to all suits; Gerber & Quantative	
2♣	✓		✓	23+hcps., or Game Force - 9 tricks and 20+h.c.p.s	Controls	2NT/3NT (23/24, 27/28); suit bids forcing
2♦	✓		✓	Multi: 6-card Major weak; Acol 2 in any suit; 20-22 h.c.p.s, balanced (denying a 5-card suit)	2/3 level suit bid non-forcing; 2NT forcing enquiry; 3/4♥ for conversion; 3NT to play	Over enquiry: 3♣ max. Major (resp. rebids 3♦ for txfr. to Major); 3♦ min. ♥; 3♥ min. ♠. 3♥/3♠/4♠/♦/♥ = Acol 2 in suit; 3NT to play. Over 2NT re-bid - 3♣ = suits upwards; txfrs.
2♥ 2♠		5/5 5/5	✓ ✓	6-11 hcps, at least 5-card Hearts and any other 5 6-11 hcps, , at least 5-card Spade and 5-card Minor	Suit bid non-forcing; 2NT forcing enquiry; over 2S 3/4/5♣ for conversion; 3NT to play	Enquiry to 2♥: 3♣- min. with ♣; 3♦- min. with ♦; 3♥- min. with ♠; 3♠- max. with ♠; 3NT - max with 6-card minor. 4♣ asks.
2NT				20-22 hcps., with at least 5-card suit	3♣ = suit enquiry; Transfers; 3♠ =Minor Stayman; 3NT to play; 4♣ = Gerber; 4NT = Quantative	Enquiry to 2♠: 3♣- min. with ♣; 3♦- min. with ♦; 3♥- max. with ♣; 3♠ - max. with ♦.
3♣ 3♦ 3♥ 3♠		7 7 7 7	✓ ✓ ✓ ✓	Pre-emptive with 2 top honours in 1 st or 2 nd seat if minor, 5-9 h.c.p.s. May be as good as 13 h.c.p.s & 6c in in 3 rd or 4 th seat	Suit bids forcing; 3NT to play; 4♦ = trump ask in ♣s; 4♣ = trump ask in other 3 suits	<p style="text-align: center;"><u>PASSED HAND BIDDING</u></p> <p style="text-align: center;">2 and 3 level invitational. Reverse Drury.</p> <p style="text-align: center;"><u>HIGH LEVEL BIDDING</u></p> <p>D.O.P.I.; Redouble=1st round control; 5NT/6 of new suit = Grand Slam try.</p>
3NT	✓	8		Solid minor, no outside stoppers	4♣/5♣/6♣/7♣ for conversion	
4♣		7	✓	Pre-empt in Hearts.	Suit bid - strong hand, promising at least 2 Aces. 4♥ to play; 4NT - R.K.C.B.	
4♦		7	✓	Pre-empt in Spades.	Suit bid - strong hand, promising at least 2 Aces. 4♠ to play; 4NT - R.K.C.B.	
4♥ 4♠		7 7	✓	Pre-emptive, with solid Heart/Spade suit	4NT - R.K.C.B.; Suit bid - cuebid	
4NT	✓			Acol - Specific Ace-asking	5♣ = 0 Aces; 5♦/5♥/5♠/6♣ = specific Ace; 5NT = 2	
5♣ 5♦		7 7		Pre-empt		
5♥ 5♠		6 6		Bid 6 with top honour. Or cue with top h & outside Ace Asking for raise to 6 of suit with top honour.		