

OPENING BIDS	Point Range	Min. Length	CONVENTIONAL MEANING	SPECIAL RESPONSES
1♣	Rule	4		1NT=8-10, 3D, 3H, 3S splinters
1♦	of	4		3H,3S,4C splinters
1♥		4		3S,4C,4D Splinters, 3NT=13-15 Bal raise
1♠	19	4		4C,4D,4H Splinters, 3NT=13-15 Bal raise
1NT	12-14		May have 5 card Major	2C=Stayman, 2D,2H transfers 2S=11pts or a minor. 2NT =12pts
2♣	GF or 22+bal		2C-2D-2H= hearts or 24-25 bal. 2S relay	2D relay 2H= less than a q. 2N= pos hearts
2♦	5-9nv	5		2NT enquiry
2♥	or	5		Rebid suit =min
2♠	6-10v	5		Or bid a feature if max
2NT	20-21		May have A or K singleton	3C= 5 card puppet Stayman, 3D,3H transfers, 3S = 5S+4H
3 bids	Pre-empt	6		
4 bids	Pre-empt	7		

SPECIAL USES OF DOUBLES:

Responsive to 3S, support x to 2S
 Lightner unusual lead v slams
 After 1C- (1D or 1H)- x = 4 spades, 1S =5

SLAM CONVENTIONS	Meaning of Responses	Action over interference
Name: RKCB	5C=1 or 4, 5D=0 or 3, 5H=2 no queen, 5S=2 + queen. 5NT= 1+void, 6C, 6D, 6H =2 + void.in suit Queen ask, 1step= no, 2step=yes	
	After interference, pass =1or 4, X= 0 or 3, step 1 =2 etc	

Other Conventions:

Gambling 3NT opener and overcall. Lebensohl after weak 2- X. Also after 1NT-2 any.
 Fast arrival no stopper.
 Unassuming cues, 1st or 2nd round control below game. 4th suit forcing

DEFENSIVE BIDS

OVER-CALLS	Meaning	OPPONENTS OPEN	Defensive Methods
Simple	6-16, 5+ card suit	Strong 1♣	1D=D+H, 1H=H+S, 1S=S+C, 2C=C+D, X=C+H, 1NT=D+S
Jump	Weak 5-10 non vul Intermediate 11-15 vul	Weak 1NT	X=Pen, 2C=Majors
Cue Bid	Michaels (see note 1)	Strong 1NT	DON'T (see note)
1 NT	Direct 15-17 Protective 12-15 Responses As per 1NT opener	Weak 2	X=t/o, 2NT=17-20,
		Weak 3	X=t/o
2NT	Direct 2 lowest suits Protective 19-21 Responses	4 bids	t/o oriented, 4NT= 2 suiter
		MULTI	X=13-16 Bal, 2NT 17-20

ACTION AFTER OPPONENTS INTERVENE WITH

Simple Overcall	Double	t/o to 3H	Bids forcing
Jump Overcall	Double	t/o to 3H	Bids forcing
Double	Redouble	New suit	Jump in new suit
	Pen. interest	forcing	forcing
			Jump raise
			2NT
			Pre-empt
			Gen raise to 3

OPENING LEADS	v suit contracts	4th,		
<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>	<u>A</u> K	<u>A</u> Kx	<u>K</u> Q10	<u>K</u> Qx	<u>K</u> J10
	<u>K</u> 109	<u>Q</u> J10	<u>Q</u> Jx	<u>J</u> 10x	<u>10</u> xx
	<u>10</u> xx	<u>9</u> 87x	<u>10</u> xxx	<u>H</u> xxx	<u>H</u> xxxx
	<u>H</u> xxx	<u>H</u> xx	<u>x</u> x	<u>x</u> xx	<u>x</u> xxx
Other leads:	v NT contracts	4th,		
	<u>A</u> K(x)	<u>A</u> J10x	<u>K</u> Q10	<u>K</u> Qx	<u>K</u> J10
	<u>K</u> 109	<u>Q</u> J10	<u>Q</u> Jx	<u>J</u> 10x	<u>10</u> xx
	<u>10</u> xx	<u>10</u> 9x	<u>9</u> 87x	<u>H</u> xx	<u>H</u> xxx
	<u>H</u> xxx	<u>H</u> xx	<u>x</u> x	<u>x</u> xx	<u>x</u> xxx

(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	Hi-Lo enc. (count) (suit pref)
On Declarer's lead	Count if it may help partner
When Discarding	standard attitude
Exceptions to above	

SUPPLEMENTARY DETAILS

(Please cross reference to appropriate part of card)

1 Michaels Cue. 1m-2m = majors (5-4+) either 10 pts or less, or 16+.
1M-2M = other major + minor (5-5+). 2NT minor ask.

2 5 card puppet Stayman after any strong 2NT. 3♣ ask for 5CM. 3♦ reply = at least one 4CM. 3M then shows other major.

3. DONT defence to strong NT (14-16+). 2♣ = 4+Clubs and 5CM. 2♦ = 4+Diamonds and 5CM. 2♥ = majors (5-4+). Double = any suit, relay to 2♣ or pass and defend.

4. Checkback over 1 and 2NT. 2/3♣ asks for majors. Bid ♥ before ♠. 2/3♦ is negative.



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S.B.U. NO.

GENERAL DESCRIPTION OF SYSTEM

Bidding Methods:- Acol, weak NT, weak twos in diamonds, hearts and spades

Style of leads, signals, discards:- Strong 10 and 9 leads otherwise standard leads, standard attitude signals, standard attitude discards.

ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE

Weak twos may be only 5 cards particularly 3rd hand or nv.
Weak jump shifts, 4-7 pts.

STRENGTH OF 1NT OPENERS: 12-14

2♣ RESPONSE TO 1NT OPENER IS: Stayman

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

