


OPENING BIDS	Point Range	Min. Length	CONVENTIONAL MEANING	SPECIAL RESPONSES
1♣	11-19	4		{Strong jump shifts, Splinter bids
1♦	11-19	4		{and Jacoby 2NT (N/F)
1♥	11-19	4		over all 1-level suit
1♠	11-19	4		{opening bids
1NT	12-14			2C = N/F Stayman, 4-suit transfers.
2♣	>16	0	G/F or 23+ bal	2D negative, 2NT 2 <sup>nd</sup> negative
2♦	5+	0	Multi. Weak 2M, strong 2m or 20-22	2♥/2♠ N/F. 2NT strong relay
2♥	{5-10	5	Weak 5-5 or Acoll 2	{2NT asks for minor; 3C strong relay
2♠	{or 16+	5	Weak 5-5 or Acoll 2	{3D game try in M
2NT	5-11	5-5m	Minors	
3 bids	<10	6		New suit forcing 1 round
4 bids	<12	7		

**SPECIAL USES OF DOUBLES:**  
 After 1NT (X): xx strength. A pass invites opener to XX or take out into a 5-cd suit. Support doubles after a 2-level overcall by RHO show 3-cd support for partner's suit and a non-minimum hand. 2NT shows 15-17 with a good stop.  
 Negative doubles after partner overcalls and opponents support their suit (e.g., (1m) - 1S - (2m) - X shows 4 hearts).  
 Responsive doubles to 3S after a T.O.X.

SLAM CONVENTIONS	Meaning of Responses	Action over interference
RKCB Blackwood	5C=0 or 3, 5D=1 or 4, 5H=2, 5S=-2 + Q then 5NT is for kings (other than trump king). After 5C or 5D a new suit below the agreed suit asks for the trump Q.	DOPI and ROPI
Minorwood	In certain auctions, 4C/D is ace asking. Stepwise responses as above	

DEFENSIVE BIDS			
OVER-CALLS	Meaning	OPONENTS OPEN	Defensive Methods
Simple	8-16, normally <=5cd suit	Strong 1♣	Multi-Landy style (X=both M, 2D=single suited, 1M=11-15, 5+4m)
Jump	Weak, 6-7 cd suit	Weak 1NT	{Aspro (2C = H + other; 2D = S + other, 2NT = minors) X= pen
Cue Bid	Michaels (1m-2m = both M)	Strong 1NT	{Other suits natural
1 NT	Direct 15-18  Protective 11-14  Responses : Systems ON	Weak 2	TOX
		Weak 3	TOX
2NT	Direct Minors  Protective 19-21	4 bids	TOX to 4D

Other Conventions: 4<sup>th</sup> suit forcing

OPENING LEADS	v suit contracts	4 <sup>th</sup> highest	2 <sup>nd</sup> highest from bad suit		
	<u>AK</u>	<u>AKx</u>	<u>KQ10</u>	<u>KQx</u>	<u>KJ10</u>
	<u>K109</u>	<u>QJ10</u>	<u>QJx</u>	<u>J10x</u>	<u>10xx</u>
	<u>109x</u>	<u>987x</u>	<u>10xxx</u>	<u>Hxxx</u>	<u>Hxxxx</u>
	<u>Hxxx</u>	<u>Hxx</u>	<u>xx</u>	<u>xxx</u>	<u>xxxx</u>
Other leads:	v NT contracts	4 <sup>th</sup> highest;	2 <sup>nd</sup> highest from bad suit		
	<u>AKx(x)</u>	<u>AJ10x</u>	<u>KQ10</u>	<u>KQx</u>	<u>KJ10</u>
	<u>K109</u>	<u>QJ10</u>	<u>QJx</u>	<u>J10x</u>	<u>10xx</u>
	<u>10xxx</u>	<u>109x</u>	<u>987x</u>	<u>Hxx</u>	<u>Hxxx</u>
	<u>Hxxx</u>	<u>Hxxx</u>	<u>xx</u>	<u>xxx</u>	<u>xxxx</u>

(In all the card combinations shown, circle the card normally lead if different from standard i.e. underlined card).  
 Against NT, lead of a King asks for an honour unblock or count

ACTION AFTER OPPONENTS INTERVENE WITH					
Simple Overcall	Double	Neg to 4D	Bids	Natural. 2NT = HC raise; Jump new suit is G/F	
Jump Overcall	Double	Neg to 4D	Bids	Natural	
Double	Redouble	New suit	Jump in new suit	Jump raise	2NT
	10+	N/F 5cd	G/F 5cd	Stretch	H C raise (10+)

CARDING METHODS	Describe Primary method. State alternative in brackets.
On Partner's lead	High encouraging, suit preference if switch obvious
On Declarer's lead	Distributional when appropriate
When Discarding	Natural (high encouraging) thereafter distribution
Exceptions to above	

## SUPPLEMENTARY DETAILS

(Please cross reference to appropriate part of card)

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1. General approach on balanced hands is to bid "up the line". A two-level response shows 10+ hcp and is forcing to 2 of opener's suit.
2. 1NT rebid = 15-17; 2♣ is then check-back asking for unbid 4-cd major or 3-cd support for bid majors. Other rebids: at 2 level = weak; at 3 level = invitational.
3. 2NT rebid = 18-19 (after 1-level response). After this 3♣ is the Woolf sign off (transfer to 3♦) and 3♦ is GF check-back. Other bids are GF.
4. After a 2-level response, opener's 2NT rebid is 15-19 with a 5-cd suit or 17-19; the 3NT rebid is 15-16 with a 4-cd suit
5. A positive response to 2C opener shows at least a 5-cd suit with >= 1TH
6. **After we overcall:** UCB shows points and normally some support; direct raises are pre-emptive. New suit = constructive but not forcing. Fit Jumps. Negative doubles.
7. Equal Level Conversion (ELC). E.g., (1H) -X- (pass) - 2C - (pass) - 2D does not show extra values. Conversely a simple diamond overcall can be quite strong.
8. Aspro defence to 1NT: X = pen; 2C = H + other, 2D = S + other; 2NT = minors or G/F 2-suiter. With 4-5 in the majors show the 4-cd suit. Responses: The relay suit denies 3-cd support; 2NT asks for the 2<sup>nd</sup> suit.
9. A new suit by responder after partner's opener is overcalled guarantees at least 5-cds. (e.g. 1♣ - (1♥) - 1♠. With 4 spades use a negative double. A change of suit is N/F if it is a disturbed response in a major or if made by a passed hand.
10. Jacoby 2NT after 1M opener shows either balanced raise to >=3 or any 13+ 4333 hand. Opener's rebids: 3C = any singleton; 3D = game interest no shortage; 3M = minimum; 3NT = 15-17 with 4-cd M; New suit at 4-level = 5-5 or better. After 3C, responder rebids 3D to ask for singleton - responses: 3H = other M, 3S=C, 3NT=D. 4C/D shows a void. Responder rebids 3NT with 4333 balanced and 13-15 after any 3-level rebid by opener.
11. Responses to Jacoby 2NT after 1m opener: new suit = game try with shortage
12. After partner's opening bid is overcalled, 2NT is still Jacoby. A cue bid of opponent's suit asks partner to bid 3NT with a stop.
13. After Multi 2♦, 2H = weak relay, 2S = H support, 2NT=strong relay. After 2D-2NT, 3C = max weak 2H, 3D = max weak 2S; 3H/3S show min weak 2 respectively.
14. After a TOX by opponents, a jump new suit is game forcing
15. **Bidding after 1NT opener:** transfer breaks into xx with max and 4-cd support. After 1NT-2C-2H, 2S is a raise to 2NT w. 4 spades. Completing a minor-suit transfer shows at least Hx support. After a major-suit transfer, 4NT by responder is then quantitative and 4C is RKCB. After 1NT-2C-2any-3C/D is G/F.
16. **Responses to 2NT (strong bal):** 3C asks for majors. All responses from 3D to 4H are transfers. Transfer breaks after 3-level transfer: new suit = 5cd with vg 3-cd support, 3NT = poor trumps, 4M = good trumps. Responses to 3C (Muppett): 3D = 4cd M, 3H no M, 3S=5S, 3NT = 5H. After 3D, responder bids the major he lacks.
17. **Responses to opening 2H/S:** 2NT asks for minor; 3C is a game try for 2NT/5m; 3D is a game try in the M.
18. Defence to pre-empts: TOX, cue bid or 4NT = strong 2-suiter.
19. Defence to weak 2's: T.O.X (Lebensohl), Leaping Michaels, cue bid asks for stop.
20. Lebensohl (DBSM) after 1NT is overcalled and after any TOX at 2-level when opponents have bid only one suit
21. Simple jump responses and cue bid after a TOX are transfers
22. Opener's reverse is F1 after a one-level response. 2NT is then a transfer



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### GENERAL DESCRIPTION OF SYSTEM

Bidding Methods:- ACOL, 12-14 NT, 4-cd Majors, Multi 2♦

Style of leads, signals, discards:- A Count, KQJ Attitude

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### ASPECTS OF SYSTEM WHICH OPONENTS SHOULD NOTE

Multi 2D is weak major, 20-22 bal or Acol 2 minor. Opening 2♥/♠ = weak 5-5 with a minor or Acol 2. Opening 2NT = minors. Systems OFF after 1NT (X); ON after 1 NT overcall. RKCB (0314). 4-Suit Transfers. W.J.O. S.J.R. Jacoby 2NT and splinter bids over majors & minors; 2♣ / 3♦ check-back after NT rebids. Michaels & UNT. Muppett over 2NT. Equal Level Conversion. Support Doubles. Lebensohl (DBSM). Gerber (1NT only). Aspro Defence to 1NT; Cue Bid and simple jump resp to T.O.X. are transfers. Woolf sign offs.

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STRENGTH OF 1NT OPENERS: 12-14

2♣ RESPONSE TO 1NT OPENER IS: N/F Stayman

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Both players of a partnership must have identically completed convention cards.

Cards must be exchanged with opponents for each round.