

OPENING BIDS	Point Range	Min. Length	CONVENTIONAL MEANING	SPECIAL RESPONSES
1♣	10+	4	2NT = 15+ and fit	Splinters
1♦	10+	4		
1♥	10+	4	Limit raises	2NT= game raise with 4 card support Splinter by opener shows void
1♠	10+	4		3NT min w 4 cd suit 4M min w 5 cd suit
1NT	15-17		Non-promissory Stayman	4 suit transfers (1) 3 of a suit shows shortage 4♣ tr to ♥ 4♦ tr to ♠
2♣		0	G/F or 22+bal	Kokish (2) 2♦=relay
2♦	3-9	5	Gen only 5 nv v vul	2NT enquiry (7) ns f at 3 level
2♥	3-9	5	Now long suits	Can be up to 13 in 3 rd or 4 th seat
2♠	3-9	5		
2NT	20-22			Major suit transfers 3♠ = minor suit stayman 4 level bids natural slam try
3 bids		6-7		
4 bids		6		

SPECIAL USES OF DOUBLES:

Competitive
Responsive
Game try (where no room)

SLAM CONVENTIONS	Meaning of Responses	Action over interference
Name: Roman Key Card	5♣=0 or 3 5♦=1 or 4 5♥=2 or 5 5♠=2 or 5 + Trump queen. Now next suit asks for trump Queen. Return to trump suit denies other bids show the King. 5NT shows Q + higher ranking King	DOPI
Josephine	5NT asks for specific Kings	

Other Conventions: 4th suit forcing
Checkback stayman
Smolen over 1NT and 2NT

DEFENSIVE BIDS

OVER-CALLS	Meaning	OPPONENTS OPEN	Defensive Methods
Simple	6-17 4 card suit rare (9)	Strong 1♣	X = M
Jump	weak	Weak 1NT	Landy (3)
Cue Bid	Michaels (6)	Strong 1NT	Landy
1 NT	Direct 15-18 Protective 10-14 Responses System on	Weak 2	X = T/O Leaping Michaels(5)
		Weak 3	X = T/O
2NT	Direct 2 Lowest unbid Responses 19-21	4 bids	X = T/O up to 4 ♥
		MULTI	Dixon (4)

ACTION AFTER OPPONENTS INTERVENE WITH

Simple Overcall	Double	Negative to 3♠	Bids	Forcing 1 round (unless
Jump Overcall	Double	Negative to 3♠	Bids	Passed hand)
Double	Redouble	New suit	Jump in new suit	Jump raise 2NT
	9+ or 2 Ace	F	Weak	Pre-empt Good Fit (=)

OPENING LEADS	v suit contracts	4 th highest	2 nd from nothing		
<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>K</u> 109 <u>10</u> 9x Hxx	<u>A</u> Kx <u>Q</u> J10 987x Hxx	<u>K</u> Q10 <u>Q</u> Jx 10xxx <u>x</u> x	<u>K</u> Qx <u>J</u> 10x Hxxx <u>x</u> x	KJ10 10xx Hxxxx xxx
	Other leads: Q/J987	v NT contracts	4 th highest	...As Above.....	
	<u>A</u> Kx(x) <u>K</u> 109 10xxx Hxxx	AJ10x <u>Q</u> J10 <u>10</u> 9x Hxx	<u>K</u> Q10 <u>Q</u> Jx 987x <u>x</u> x	<u>K</u> Qx <u>J</u> 10x Hxx <u>x</u> x	KJ10 10xx Hxxxx 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	High encourages. Sometimes high shows even number
On Declarer's lead	As above except occasional Smith Peters
When Discarding	High encourages
Exceptions to above	Suit Preference in obvious situations

SUPPLEMENTARY DETAILS

(Please cross reference to appropriate part of card)

1. 2♦ transfer to ♥, 2♥ transfer to ♠. 2♠ transfer to ♣. 2 NT transfer to ♦. 4♦ asks for best M
2. Kokish. 2♣-2♦-2♥ shows either hearts or BAL less than 25. Now 2♠ asks. Instead of 2♠ 2NT shows both m (0-3) 3♣ or 3♦ shows long minor(0-3)
3. Landy 2♣=both majors
4. X=13-15 Bal or strong hand. 2NT shows 16-19 (system on). Pass and 2NT is for minor. In 4th position x=t/o
5. Against weak 2's Jump to 4 level m shows that m + other M
6. Michaels: cue bid = 1♠/2♠ shows ♥ & minor. 1♥/2♥ shows ♠ & minor. 2NT = 2 lowest
7. 2NT is enquiry. Return to trump suit is weak. New suit shows length



Name: Janet de Botton

Partner: Artur Malinowski

E.B.U. NO. 401567 (JdB)/407222 (AM)
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GENERAL DESCRIPTION OF SYSTEM

Bidding Methods:- Natural. 4 card majors

Weak 2's ♦♥♠

Strong NT 15 - 17

Standard carding

ASPECTS OF SYSTEM WHICH OPONENTS SHOULD NOTE

Strong jump shifts

STRENGTH OF 1NT OPENERS: 15 - 17

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.