

OPENING BIDS	Point Range	Min. Length	CONVENTIONAL MEANING	SPECIAL RESPONSES
1♣	10-20	2		Inverted raises
1♦	10-20	4		Inverted raises; 2NT = Jacoby
1♥	10-20	5		Bergen; 2NT = Jacoby
1♠	10-20	5		Bergen; 2NT = Jacoby
1NT	15-17			4-suit transfers: 2D/H/S/NT to H/S/C/D
2♣	-	0	8 P.T./23/24 bal. or game force	2♦ = relay; 2♥ = a hand with <3 pts
2♦	5-9	6	Multi – 2 Way - weak major or 22/23 Bal.	2♥ relay: 2♠ prepared to play at 3♥
2♥	5-9	6	Shows 5/4 or 4/5 ♥/♠	2NT Forcing relay (see reverse of card)
2♠	9 - 11	6	Shows ♠ at least 2 top honours in suit	2NT requests more information
2NT	20-21			Transfers; Puppet Stayman
3 bids	6-9	6/7	pre-empt	new suit F1
3NT	-	-	Long solid minor	
4 bids	8-11	7/8	pre-empt	

DEFENSIVE BIDS				
OVER-CALLS	Meaning	OPPONENTS OPEN	Defensive Methods	
Simple	constructive	Strong 1♣	Dbl – Majors; 1NT – Minors 2C black suits; 2D red suits	
Jump	Weak	Weak 1NT	Trandy (See over)	
Cue Bid	Michaels	Strong 1NT	Trandy (See over)	
1 NT	Direct 15-17	Protective 11-14	Weak 2	x = t.o.
	Responses as to opening		Weak 3	x = optional
2NT	Direct	Protective	4 bids	
	Unusual	-	MULTI	2NT 16-18; x = t.o.
ACTION AFTER OPPONENTS INTERVENE WITH				
Simple Overcall		Double: Sputnik (to 3♠)	Bids: pre-emptive raises	
Jump Overcall		Double: Sputnik (to 3♠)	Bids: pre-emptive raises	
Double	Redouble	New suit	Jump in new suit	Jump raise 2NT
	10+, bal	natural, Force	fit	pre-empt inv. raise

SPECIAL USES OF DOUBLES:

Sputnik
Responsive
Lead-directing.
Support Doubles to 2S

SLAM CONVENTIONS	Meaning of Responses	Action over interference
Name: RKCB Splinters Cue bids. Gerber	5♣= 1/4, 5♦= 0/3, 5♥= 2/5 without Q; 5♠= 2/5 with Q cue lowest 1 st or 2 nd round control	DOPI, ROPI

Other Conventions: Checkback, Trandy, Puppet Stayman over 2NT, Jacoby, Multi 2D
Ekren's 2♥, Lebensohl after Dbl of weak 2; Bergen raises over Major openings.

OPENING LEADS	v suit contracts	2 nd and 4 th	K for count, A/Q for reverse attitude		
	ΔK K109 109x Hxx	ΔKx QJ10 987x Hxx	KQ10 QJx 10xxx xx	KQx J10x Hxxx xxx	KJ10 10xx Hxxx xxx
	Other leads:				
	v NT contracts	2 nd and 4 th	K for count, A/Q for reverse attitude		
	ΔKx(x) K109 10xxx Hxxx	AJ10x QJ10 109x Hxx	KQ10 QJx 987x xx	KQx J10x Hxx xxx	KJ10 10xx Hxxx xxx

CARDING METHODS	Describe Primary method. State alternative in brackets.
On Partner's lead	Reverse attitude on lead of an A or Q, count on lead of a K.
On Declarer's lead	high = even
When Discarding	3,5 encourage; 2,4,8,10 are suit preference; 6,7 & 9 are neutral (Otherwise known as odd/even McKenney or Italian discards)

Supplementary Notes

Over 1 NT doubled:

XX = 5 Card suit – Opener now bids 2♣ - responder passes or corrects
Suit = 4 cards – Opener bids ‘up the line’ until a 4/3 or 4/4 fit is found

Puppet Stayman after an opening or 1NT or re-bid of 2NT:

3♣ asks for 4 or 5 card majors with responses as follows: 3♦ denies 5 card major but promises 4♥ and/or 4♠; 3♥/3♠ promises 5 cards; 3NT denies 4 or 5 card major.

After a 3♦ response: 3♥ shows 4♠, 3♠ shows 4♥, 3NT shows no 4-card major, 4♣ shows both majors and slam interest, 4♦ shows both majors and no slam interest.

Checkback Stayman: After a 1NT or 2NT re-bid a response of 2♣ (3♣) asks partner to show 3 card support for a major or to bid the other major if four cards are held. With neither major partner will re-bid 2♦(3♦). With both, partner will support responders major.

Jacoby: 2NT raise shows 16+ with 4 card support.

Opener rebids of 3 new suit to show singleton or void.

Opener rebids 4M with a minimum hand, 3M shows 18+

Opener rebids 3NT with a balanced 15-17

If opener bids 4 of new suit = 2nd suit

Responses to Ekren's 2♥ opener:

Pass: to play. 2♠: to play. 2NT: Forcing relay (see below)

3♣: to play 3♦: to play 3/4♥: Pre-empt 3/4♠: Pre-empt.

After 2NT over 2♥ opener defines hand: 3♣* = min 5- 4 3♦ = min 5- 5

3♥ = max 5♥, 4♠ 3♠ = max 5♠, 4♥ 3NT = max 5♥- 5♠

(* a 3♦ bid by responder then asks opener to bid the ♥/♠ suit with 5)

Michaels cue bids:

1m-2m = both majors; 1M-2M other major and minor, 2NT minor asking

Trandy defence to NT opening bids:

2♣ = both majors (at least 5/4); 2♦ is a transfer to ♥; 2♥ is a transfer to ♠

2♠ shows precisely a four-card♠ suit and a long (usually six-card) minor.

Bergen Raises: 1M – 3M = 4 card raise <7 pts
1M – 3C = 4 card raise 7 - 9
1M – 3D = 4 card raise 10/11

1S – 3H = 3 card raise 10/11
1H – 2S = 3 card raise 10/11

Over 2NT openings or re-bids: 3S is a slam try in the minors.
3NT is 5/4 in Spades & Hearts
Use Puppet to reach 3NT.

Drury After 1♥/♠ in third or fourth chair a response of 2♣ is a **3-card** raise with 9 – 11 points.
2♦ is a **4-card** raise with 9 – 11 points.

Bromad After 1♥/♠ has been doubled a response of 2♣ is a 3-card raise with 8+ points.



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GENERAL DESCRIPTION OF SYSTEM

Bidding Methods:- 2 over 1 with Multi - 2♦ and Ekren's weak 2♥

5 Card Majors with Bergen Raises.

(1NT responses may be non-balanced and contain up to 11 points forcing to Suit agreement or 2NT; 2NT response from a passed hand shows 10/12 with a shortage)

2 level responses to 1 level opening bids are game forcing.

1NT Opening shows 15 – 17 points.

2NT Opening shows 20 or 21 points.

2♣ Response to a 1NT opener is non – promissory 4 card Stayman.

3♣ Response to a 1NT opener is GF 5 card puppet Stayman.

2♦ Opener is either a weak 2 in a Major or 22/23 balanced.

2♥ Opener is weak with at least 5/4 or 4/5 in ♥/♠ (Ekren's)

2♠ Opener shows 9 -11 and a good six card suit (at least 2 top honours)

Inverted minor suit raises.

Style of leads: 4th highest from suits of interest
2nd highest from poor suits

Style of signals: Reverse attitude on the lead of an Ace or Queen
Count on the lead of a King.

Style of discards: Odd/Even McKenney (Italian)