

PLAY CONVENTIONS

CONVENTIONS

2 way checkback	
Support doubles	



STANDARD SYSTEM CARD

OPENING BIDS

PRE-ALERTS: CALLS THAT MAY HAVE UNEXPECTED MEANING/S OR REQUIRE SPECIAL DEFENCE

COMPETITIVE BIDDING

Negative doubles through	4♣	Responsive doubles through	4♠
Jump overcalls	Weak	Unusual NT	Low unbid 5/5
1NT overcall (immediate)	15-18	(re-opening)	11-14
Immed cue of minor	5/5 Majors		
Immed cue of major	5/5 OM/m		
Over opponent's 1NT (weak)	Asptro		
Over opponent's 1NT (strong)	DONT		
Over weak twos	X T/O + leb		
Over opening threes	X T/O		

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	Nat	2NT	Inv, bal, 4 card ♣
	1♥/♠	Nat (Walsh style)	3♣	0-5
	1NT	5-10	3♦	Spl
	2♣	Limit 5 card ♣, or GF 4+♣	3♥	Spl
	2♦	5+♣, 4+♥, 5-9	3♠	Spl
	2♥	5♣, 4♥, 10-11	3NT	
	2♠	mixed raise	4 bids	

1♦	1♥/♠	Nat	3♣	mixed raise
	1NT	5-10	3♦	0-5
	2♣	Nat, F1	3♥	Spl
	2♦	Limit 5 card ♦, or GF 4+♦	3♠	Spl
	2♥	5+♣, 4+♥, 5-9	3NT	
	2♠	5♣, 4♥, 10-11	4♦	pre
	2NT	Inv, bal, 4 card ♦	4 Other	

1♥/♠	1NT	5-11(12), F1	3♣	Limit to 1♥, 6-9 raise to 1♠
	2♣	Nat, GF unless 3♣ rebid	3♦	3 card inv to 1♥, limit to 1♠
	2♦	Nat, GF unless 3♦ rebid	3♥/♠	weak, but 1♠-3♥ = 3 card inv
	2♥/♠	Nat, but 1♥-2♠ = Jacoby	3NT	Good preemptive raise
	2NT	6-9 raise to 1♥, Jacoby to 1♠	4♣/♦	Spl

2♣	2♦	Negative, waiting	2♥/♠	Natural, positive
	other	Natural, positive		

2♦	2♥	To play	3♣/♦	Natural NF
	2♠	To play	3♥/♠	To play
	2NT	Enq	3NT	To play

2♥/♠	2NT	Enq	3NT	To play
	3♣/♦	Natural, NF-NV, FV	4♣/♦	
	3♥/♠	To play	4♥/♠	To play

2NT	3♣	Simple Stayman	4♣	♥, slam interest
	3♦	♥	4♦	♠, slam interest
	3♥	♠	4♥	♣, slam interest
	3♠	minors	4♠	♦, slam interest
	3NT	to play	other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦ Natural, slam interest

3♥/3♠ Fragment, singleton in other Major, both minors

4♣ ♥

4♦ ♠

4♥ ♥

4♠ ♠

Unusual NT: minors ☐ other suits ☐ lower 2 unbid suits ☒

other

Other slam bidding

Cue Bids ☒

Asking Bids ☐

4th Suit Forcing

One round ☐

Game force ☒

NT Checkback

☒

Priorities

up the line

Defence to 3NT opening

4♣ = Majors, better ♥. 4♦ = Majors, better ♠

Defence to opening Two's: Multi 2♦ X = 13-15 Bal, or 16+. 2NT = 16-18 Bal

RCO style 2-s As for 2♦ multi

Other 2-s

Defence to strong ♣

Lebensohl

Over NT interference ☒

Other uses Double of weak 2

Take out of 4 level pre-empt

4♣/4♦ X

4♥ X

4♠ X

OTHER NOTES

See system notes