

OPENING BIDS	Point Range	Min. Length	CONVENTIONAL MEANING	SPECIAL RESPONSES
1♣	10+	4	3NT game raise with no	Void or singleton. Splinters
1♦	10+	4		
1♥	10+	4	Sometimes open	With longer minor on weak hands Checkback
1♠	10+	4	2 way 2♣ (1)	2NT (2) Weak and Int Jumps (3)
1NT	14-16	15-17	Puppet (4)	Transfers (5) 3 bids show a shortage
2♣		0	Strong I suiter or 23+	2♦=Relay Kokish (6)
2♦	3-9	5 or 6	3-13 3 rd or 4 th	2 Level bids Inv
2♥	3-9	5 or 6	3-13 3 rd or 4 th	2NT (7)
2♠	3-9	5 or 6	3-13 3 rd or 4 th	Transfers at 3 level
2NT	19-21	20-22	Puppet (8)	Transfers (9)
3 bids		6-7		Change of suit forcing
4 bids		7-8		

SPECIAL USES OF DOUBLES:

Competitive
Support
Game Try
Lightner
Responsive

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 Q	
Gerber	Where possible next suit asks for the Queen of trumps	
Josephine	Return to trump suit denies otherwise shows a King	
	Jump in trump suit denies a King 5NT asks for specific Kings. Over Interference x+Penalties and steps	

Other Conventions: 4th Suit Forcing then lebensohl After a reverse 2NT or 4th suit is the weakest bid (The lowest fit jumps after interference or passes. 2-way checkback. Leaping and non leaping michaels

DEFENSIVE BIDS			
OVER-CALLS	Meaning	OPPONENTS OPEN	Defensive Methods
Simple	6-17 4 card suit rare (10)	Strong 1♣	X & Cro (12)
Jump	Weak except 3♣=Ghestem	Weak 1NT	Multi Landy (13)
Cue Bid	Ghestem (11)	Strong 1NT	Multi Landy + X (14)
1 NT	Direct 15-18	Weak 2	X and Lebensohl
	Protective 10-14		
2NT	Responses System on	Weak 3	X= T/O
	Direct Ghestem Responses	Protective 19-21	4 bids MULTI

ACTION AFTER OPPONENTS INTERVENE WITH

Simple Overcall	Double	Negative to 3♠	Bids	Nat F1
Jump Overcall	Double	Negative to 3♠	Bids	Nat F1
Double	Redouble	New suit	Jump in new suit	Jump raise
	9+ or 2 Ace	F	Fit showing	Pre-empt
				2NT
				Good Fit +

OPENING LEADS	v suit contracts	4th, 3rd and 5th;(16)	A/Q=Att K=Count
<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>	AK	AKx	KQ10
	K109	QJ10	QJx
	109x	987x	10xx
	Hxxx	Hxx	xx
Other leads:	v NT contracts	4th, 3rd and 5th;	
	AK(x)	AJ10x	KQ10
	K109	QJ10	QJx
	10xxx	109x	987x
	Hxxx	Hxxx	xx

(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	LEHD. Sometimes low shows even number
On Declarer's lead	As Above except Smith Peters in NT. Frequent Suit Preference
When Discarding	Low Encourages (sometimes reverse count)
Exceptions to above	Suit Preference in obvious situations

SUPPLEMENTARY DETAILS

(Please cross reference to appropriate part of card)

- 1M-2♣ is natural GF or a limit raise normally with 3 trumps. Now 2♦ shows 5+ of M. Return to M= Min and 4-card suit 1♥-2♣-2♠ shows 17+ and 4-4.
- 2NT= Limit bid or 16+ with a4 card+ fit. Long suit trial bids
3. A Jump response at the 2 level is weak. At the 3 level it is invitational with no fit (except possibly clubs).
4. Puppet Stayman 2♣ asks for 5 card M . Now 2♦ denies. Then 2♥ shows 4 spades, 2♠ shows 4 hearts, 1NT-2♣-2♦-2♥-2♠ shows 4 hearts 1NT-3X=shortage
5. 2♦=transfer to♥, 2♥=Transfer to ♠, 2♠=Transfer to ♣ 2NT= Transfer to ♦. Transfer into minor shows a fit
- 6.After 2♣-2♦ 2♥ is either natural or 23(22)-24. Partner must bid 2♠ except if 0-2 with long m or 0-2 with both m (bids 2NT). Thus 2♣-2♦-2NT is game Forcing. 2♣-2♦-3M shows 5+m and 4M.
- 7.2NT asks for range and quality. Return to trump suit minimum. Feature shows extras. 3NT shows 6-4 in the majors. 4♣/♦/♥ are self agreeing splinters
- 8.3♣ asks for 5 card M or 4 card M or 3♠. Now 3♦=1/2 4card M. Now bid the M you have not got or 4♣ slam try + 4-4 4♦ no sam interest 4-4 3♥=No 4 or 5 card M. Now 3♠=Transfer to 3NT 3NT=5♠+4♥.
- 9.3♦=Transfer to ♥, 3♥=Transfer to ♠, 3♠=m suit Stayman. Accept Transfer with 3+. Over 3♥ 3♠ shows 2♥ and 4♠. 4 level bids slam tries 2 suits above in minors but not necessary a slam try in the M
10. Change of suit forcing. Cue bid =good raise (+)
11. 2 NT= two lowest, Cue bid= extremes , 3♣= exclusion
- 12.X=♥, 1♦=S-1♥/1♠/1NT=Cro after 1♣-Pass-1♦ X/1NT/2♣=Cro
13. 2♣=♥+♠ 2♦=M 2M=that M plus 1m
14. X of a strong NT or after passing shows 4M+longer mior
15. 3NT denies a stop; going through 2NT shows a stop.
16. 3rd and 5th in our known suits.



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Partner: Brian Senior

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GENERAL DESCRIPTION OF SYSTEM

Bidding Methods: - Natural with weak Two's. Fairly aggressive
Openings 2 over 1 game forcing.

Style of leads, signals, discards: - Ace for Attitude, King for count,
Reverse Attitude and Count. Frequent suit preference in trumps

ASPECTS OF SYSTEM WHICH OPONENTS SHOULD NOTE

1. Weak two's in ♥, ♠ and ♦
2. Ghestem 2 suited Overcalls
3. Weak Jump responses at the 2 level in a new suit
4. Invitational jump responses at the 3 level

STRENGTH OF 1NT OPENERS: 14-16 1st/2nd 15-17 3rd/4th

2♣ RESPONSE TO 1NT OPENER IS: Puppet Stayman (4)

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