| $\begin{gathered} \hline \text { OPENING } \\ \text { BIDS } \\ \hline \end{gathered}$ | Point Range | Min. <br> Length | CONVENTIONAL SPECIAL <br> MEANING RESPONSES |
| :---: | :---: | :---: | :---: |
| 1* | 11-19 | 4 | None |
| 1 * | 11-19 | 4 | None |
| $1 \%$ | 11-19 | 4 | None Jacoby 2NT Note1 |
| 14 | 11-19 | 4 | None Jacoby 2NT Note1 |
| 1NT | 11-14 | 2 | None Only 11 NV v V Stayman, 2D/H Transfers, + Note9 |
| 2* | 14+ | N/A | ACOL 2 or 21/22 2D neg. Positive $=$ AK or KKK or25/26Bal |
| 2 | 14+ | N/A | G/F or $23 / 24$ or $27+$ Bal 2 H neg. Positive $=$ AK or KKK |
| 2 | 6-10 | 6 | None Ogust note2 |
| 24 | 6-10 | 6 | None Ogust note2 |
| 2NT | 20 | 2* | * may be stiff A Transfers 5-card Stayman |
| 3 bids | Weak | 6 | None Minors sound in seats 1 \& 2 |
| 4 bids | F.Weak | 6 | None |


| DEFENSIVE BIDS |  |  |  |
| :---: | :---: | :---: | :---: |
| OVERCALLS | Meaning | OPPONENTS OPEN | Defensive Methods |
| Simple | Natural | Strong 1\% | Note5 |
| Jump | ATV note3 or Ghestem note4 | Weak 1NT | Modified Landy note 6 |
| Cue Bid | Ghestem note4 | Strong 1NT | Note 7 |
| 1 NT | Direct Protective <br> $15-17$ $12-16$ <br> Responses System on  | Weak 2 | TOX with LEB responses |
|  |  | Weak 3 | TOX \& Michaels |
| 2NT | Direct Protective <br> Ghestem note4  <br> Responses  | 4 bids | 4NT = 2 places to play |
|  |  | MULTI | Note8 |

## ACTION AFTER OPPONENTS INTERVENE WITH

| Simple Overcall |  | Double | T/O | Bids | Nat or fit jump |
| :--- | :--- | :--- | :--- | :--- | :--- |
| Jump Overcall |  | Double | T/O to 3Spades | Bids | Nat or fit jump |
| Double | Redouble |  | New suit | Jump in new suit | Jump raise |
|  | Nat 9+ | Nat/forcing | Fit jump | Weak | Values for at least 3 |

## SPECIAL USES OF DOUBLES:

| SLAM CONVENTIONS | Meaning of Responses | Action over interference |
| :--- | :--- | :---: |
| Name: RKCB | 3041 | DOPI/ROPI |
| 4C over 1NT/2NT | $4 \mathrm{D}=0$ etc. | DOPI/ROPI |
|  |  |  |
|  |  |  |

Other Conventions: HALMIC, Lebensohl(slow shows), UCB.
1NT rebid 15-17 with checkback note10,
1NT protective12-16 with checkback, 2NT non jump rebid 15-19 with checkback

| OPENING LEADS | v suit contracts | $4^{\text {th }}$ and $2^{\text {nd }}$ MUD | A for Attitude K for Count |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: |
| Attach Red or hatch o if using no standard le <br> Other leads: | $\begin{aligned} & \text { AK } \\ & \mathrm{K} 109 \\ & 109 \mathrm{x} \\ & \text { Hxxx } \end{aligned}$ | $\begin{aligned} & \text { AKx } \\ & \text { QJJ10 } \\ & 987 \mathrm{x} \\ & \text { Hxx } \end{aligned}$ | $\begin{aligned} & \text { KQ10 } \\ & \text { QJX } \\ & \text { 10xxx } \\ & \underline{\text { xx }} \end{aligned}$ | $\begin{aligned} & \mathrm{KQx} \\ & \mathrm{~J} 10 \mathrm{x} \\ & \mathrm{Hxxxx} \\ & \mathrm{x} \mathrm{xx}^{2} \end{aligned}$ | $\begin{aligned} & \mathrm{KJ} 10 \\ & 10 \mathrm{xx} \\ & \mathrm{Hxxxxx} \\ & \mathrm{xxxx} \end{aligned}$ |
|  | v NT contracts | $4^{\text {th }}$ and $2^{\text {nd }}$ MUD | A for Att/Unblock K for Count |  |  |
|  | $\underline{\operatorname{AKx}}$ (x) | AJ10x | KQ10 | KQx | KJ10 |
|  | K109 | QJ10 | QJx | J10x | 10xx |
|  | 10xxx | 109x | 987x | Hxx | Hxxxxx |
|  | Hxxxx | Hxxx | $\underline{\mathrm{x}} \mathrm{x}$ | xxx | xxxx |

(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 | HELD, McKenny when singleton in dummy in suit contract |
| On Declarer's lead | Count |
| When Discarding | Mckenny |
| Exceptions to above | Mistakes and lies |

## SUPPLEMENTARY DETAILS

(Please cross reference to appropriate part of card)
Note1 2NT shows any balanced raise to game, or any unbalanced 6-loser. 3C enquires responses Jumps $=6$-loser splinter
$3 \mathrm{D}=\mathrm{Bal} 6$ or 5 loser
3 of agreed Major = WNT type hand
7 or 5 -loser hands splinter directly
Note2 2NT enquires 3C=W/W, 3D=W/Good suit, 3H =good points/bad suit, 3S=G/G
Note3 Jump overcalls
6-10 NV v V
11-14 NV v NV
$14-16 \vee \vee V$
$16+\mathrm{V}$ v NV
Note4 Ghestem. Cue=Extreme suits, $2 \mathrm{NT}=2$ lower suits, $3 \mathrm{C}=$ other combination (or 2D over 1C) Will be 6-11 or $16+$ in all cases
Note5 Modified Truscott
$\mathrm{X}=$ Majors, $1 \mathrm{D}=\mathrm{D}+\mathrm{H}, 1 \mathrm{H}=\mathrm{H}+\mathrm{C}, 1 \mathrm{~S}=\mathrm{S}+\mathrm{D}, 1 \mathrm{NT}=$ Minors, $2 \mathrm{C}=\mathrm{C}+\mathrm{S}$, higher bids natural All bids fairly weak
Note6 Modified Landy over 1NT opener

- $2 \boldsymbol{2}=$ Majors
- $2 \star=$ Single suiter in major or strong 2 -suiter with diamonds
- $2 v / a=5$ major, at least 4 of a minor. $2 N T=$ name minor, $3 \% / \leqslant$ to play
- 2NT = Minor 2-suiter.

Note7 Defence to strong NT
$\mathrm{X}=$ single suiter
2C=C+another
2D=D+Major 2H=Majors
Note8 defence to Multi Direct seat bids always sound and on the following lines $X=16-19$, may have a weakness in 1 major, Lebensohl responses or much stronger $2 \mathrm{NT}=16-20$, both majors stopped

Note9 Over 1NT
$2 \mathrm{~S}=$ range probe, $2 \mathrm{NT}=$ Min after which $3 \mathrm{C}=$ Stayman
2NT= forced convert to 3C, may then pass or correct to 3D. Always weak
3C/D = Natural non-forcing/ game tries about 9-11
Slam tries in a suit go via Stayman

## Note10 Checkback

2C enquires over 1NT
$2 \mathrm{D}=$ min. Nothing to say about majors
$2 \mathrm{M}=\mathrm{min} .4$-carder unless already bid in which case 5-timer (or 3-carder in support of partner) If both exceptions apply the lowest bid is chosen
Bids of 2NT and above show Max and are natural
3C enquires over 2NT
3D=ANY Max
Others (Semi) Natural and min


Names

## GENERAL DESCRIPTION OF SYSTEM

Bidding Methods:- ACOL-BENJY, NT 11-14

Style of leads, signals, discards:- Top of Sequence, $2^{\text {nd }} \& 4^{\text {th }}$, MUD;
Attitude on partner, count on DCL; McKenny

## ASPECTS OF SYSTEM WHICH <br> OPPONENTS SHOULD NOTE

## STRENGTH OF 1NT OPENERS: 11-14 <br> 2* RESPONSE TO 1NT OPENER IS: Non-promissary Stayman

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

EBU 20A

