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| OPENING  BIDS | Point  Range | Min.  Length | CONVENTIONAL  MEANING | | | SPECIAL  RESPONSES | |
| 1♣ | 11+ | 3 |  | | | 2NT NAT, 11-12 no major Strong jump-shifts | |
| 1♦ | 11+ | 3 | 3 only if 4♠-4♥-3♦-2♣ | | |
| 1♥ | 11+ | 5 |  | 2NT Game forcing raise, natural continuations  3NT 13-15 balanced, 3-card support, NF  Strong jump-shifts, Splinters | | | |
| 1♠ | 11+ | 5 |  |
| 1NT | 12-14 | BAL | 2♣ Stayman; 2♦/♥ Transfer; 2♠ Weak minor / both minors 2NT/3L/4M Standard; 4♣ Gerber!; 4♦ no agreement [1] | | | | |
| 2♣ | Strong | ART | 2♦ NEG, 2♥ light positive, 2NT 8-9, 2Ks no suit | | | | |
| 2♦ | Weak | 6 | 3-8 NV 7-10 Vul 6 card suit Sound 2nd & Vul | | 2NT Asks for features FG opp. extras[3] | | 2♥/♠ NF |
| 2♥ | Weak | 6 | 2♠ NF |
| 2♠ | Weak | 6 |  |
| 2NT | 20-22 | BAL | 3♣ Stayman, 3♦/♥ TRF, 3♠ "minor-suit Stayman" [2] | | | | |
| 3 bids | <10 | 6 |  | | | New suits forcing | |
| 4 bids | <12 | 6 |  | | |  | |

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| **DEFENSIVE BIDS** | | | |
| OVER-  CALLS | Meaning | OPPONENTSOPEN | Defensive Methods |
| Simple | Standard – Advances NF | Strong 1♣ | Natural, jumps weak |
| Jump | Good 6-card suit, 12-16 | Weak 1NT | 2♣ Majors - 2♦ resp. "choose" |
| Cue Bid | 5-5 highest two unbid suits | Strong 1NT | 2♣ Majors - 2♦ resp. "choose" |
|  | Direct Protective | Weak 2 | Double take-out |
| 1 NT | (15)16-18 (15)16-18 |
|  | Responses Stayman, transfers | Weak 3 | Double take-out |
| 2NT | Direct Protective  5-5 lowest two unbid suits | 4 bids | Double take-out |
|  | Responses Stayman, transfers | MULTI | Natural, Double = 13-15/19+ |

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| **ACTION AFTER OPPONENTS INTERVENE WITH** | | | | | | | | | |
| Simple Overcall | | Double | | Take-out | | Bids | F1 | | |
| Jump Overcall | | Double | | Take-out | | Bids | F1 | | |
| Double | Redouble | | New suit | | Jump in new suit | Jump raise | | | 2NT |
|  | Values 10+ | | F1 | | Pre-empt | Pre-empt | | Good raise | |

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| **SPECIAL USES OF DOUBLES:** |  |
|  |  |
| Takeout of suit bids **below 2NT *except***: |  |
|  |  |
| (1NT) X penalties (16+) as are subsequent doubles |  |
| 1L (X) XX initially 10+, subsequent doubles are penalty |  |
| 2L (bids) X penalties |  |
|  |  |
| Takeout of suit bids **above 2NT *only of***: |  |
|  |  |
| Opening suit-bids (regardless of level) |  |
| When they are in a fit (regardless of level) |  |
|  |  |

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| SLAM CONVENTIONS | Meaning of Responses | Over interference |
| Blackwood  Control-bids | Zero or 4 / 1 / 2 / 3  First- and second-round treated equally | Pass = 0 / X = 1 Cheapest = 2 etc. XX = first-round |

Other Conventions:

Fourth Suit Forcing (2-level only as far as 2NT)  
 Cue bids in competition show support  
 No splinters in competition except opponent's suit

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| **OPENING LEADS** | v Suit contracts 4th, ~~3rd and 5th~~; 2nd from suits without an honour | | | | |
|  | AK  K109  109x  Hxxx | AKx  QJ10  987x  Hxx | KQ10  QJx  10**x**xx  xx | KQx  J10x  Hxxxx  xxx | KJ10  10xx  Hxxxxx  xxxx |
| Other leads: | v NT contracts 4th, ~~3rd and 5th~~; 2nd from 3/4 cards without an honour | | | | |
| **King at trick-1 v NT requests honour or length-signal** | AKx(x)  K109  10xxx  Hxxxx | AJ10x  QJ10  109x  Hxxx | KQ10  QJx  987x  xx | KQx  J10x  Hxx  xxx | KJ10  10xx  Hxxxxx  xxxx |
| *(In all the card combinations shown , circle the card normally lead if different from standard i.e. underlined card)* | | | | | |

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| CARDING METHODS | Describe Primary method. State alternative in brackets. |
| On Partner's lead | **Ace = Attitude, King for count v suits** High = encourage / hi-lo = even |
| On Declarer's lead | Hi-lo = even |
| When Discarding | High = encourage (hi-lo = even) |
| Exceptions to above | Standard Suit-Preference (high = higher suit, low = lower suit) |

**SUPPLEMENTARY DETAILS  
(Please cross reference to appropriate part of card)**

1. **Glossary:**

**NF** = Non Forcing, **FG** = Forcing to Game, **F1** = Forcing for one round

**'M'** = Major, **'m'** = minor, **'L'** = level (e.g. 3m = 3♣ or 3♦, 2M = 2♥ or 2♠, 4L = 4-level)

**NAT** = Natural (desiring to play in named strain), **ART** = Artificial, unrelated to strain

**NEG** = Negative – either sense, "not penalty' (in doubles) or "no values"

**INV** = Invitational (in NT or agreed strain), **BAL** = Balanced (no shortage)

1. **Over 1NT**

2♣ Stayman (always has at least one major of exactly four cards)  
after opener's 2♦:  
 2M Both majors, bid longer  
 3m NF, INV  
 3M FG, 5M (usually 4OM)  
after opener's 2♥:  
 2♠ NF "scramble", usually 4♠ with short hearts, often 5♦  
 3m NF, INV long minor with 4♠  
after opener's 2♠:  
 3m NF, INV long minor with 4♥

2♦ Transfer to hearts; subsequent 3L FG

2♥ Transfer to spades; subsequent 3L is FG (3♥ is 5-5)

2♠ Weak, long (6+) minor or both minors any strength. Opener bids 2NT unless likes clubs (3♣)  
3♣/♦ To play  
3♥ Both minors, FG, short heart, not four spades  
3♠ Both minors, FG, short spade, not four hearts  
3NT Both minors, no major cards, no shortage  
4♣ Both minors, slam invite

2NT NF, natural, balanced no-major invite

3♣/♦ FG, natural, may have 4-major

3M FG, sets suit, slam invite

3NT To play

4♣ Gerber! This sequence only: ace-asking, subsequent 4NT to play, 5♣ king-asking

1. **Over 2NT**

3♣ Stayman (always has at least one major of exactly four cards)

3♦/♥ Transfer (Opener's 3NT is MAX with 3-card support)

3♠ 'Minor suit Stayman', slam invite

3NT Minimum

4m 4/5 card minor and slam interest

3NT Natural

4m Natural, slam INV

4M Natural, slam INV

4NT INV to slam – opener shows suits if accepting

1. **Over our weak twos**

2L Natural, non-forcing

3L Natural and forcing to game

2NT Enquiry INV+, FG opposite extra values – 'feature' is Qxxx, Kxx or better

3suit Minimum

3L Feature

3NT Good suit  
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|  | Name:  Partner:  E.B.U. NO.  Ipswich & Kesgrave Classes – five-card majors |

**GENERAL DESCRIPTION OF SYSTEM**

Bidding Methods:- **Five-Card Majors  
 Weak No-Trump, Stayman & Transfers   
 Weak 2♦/**♥**/♠**

# Style of leads, signals, discards:- Ace for attitude, King for count v suits 4th highest, 2nd from poor suits Standard count & attitude

**ASPECTS OF SYSTEM WHICH**

**OPPONENTS SHOULD NOTE**

Weak-Twos: Always six and, second seat or vulnerable, are sound (KJ10xxx or better). Lighter 1st and 3rd non-vul

1♥/♠ – 2NT is a game forcing raise with four-plus trumps (11+HCP)

Splinters: (1♥/♠ – 4♣/♦; 1♥ – 3♠; 1♠ – 4♥) show four-plus trumps and shortage in named suit with (11+HCP), Minors (1♣/♦ – 3♥/♠) similar.

STRENGTH OF 1NT OPENERS: 12-14 (5-major OK in 5-3-3-2)

2♣ RESPONSE TO 1NT OPENER IS: Stayman  
 [always with 4-major]

Both players of a partnership must have identically completed convention cards.

Cards must be exchanged with opponents for each round.

EBU 20A