

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	2NT Asks for features FG opp. extras[3]
2♥	Weak	6	7-10 Vul	
2♠	Weak	6	6 card suit Sound 2 <sup>nd</sup> & Vul	
2NT	20-22	BAL	3♣ Stayman, 3♦/♥ TRF, 3♠ "minor-suit Stayman" [2]	
3 bids	<10	6		New suits forcing
4 bids	<12	6		

### 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)

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


DEFENSIVE BIDS			
OVER-CALLS	Meaning	OPPONENTS OPEN	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"
1 NT	Direct (15)16-18	Weak 2	Double take-out
	Protective (15)16-18		
	Responses Stayman, transfers	Weak 3	Double take-out
2NT	Direct 5-5 lowest two unbid suits	4 bids	Double take-out
	Responses Stayman, transfers	MULTI	Natural, Double = 13-15/19+

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

OPENING LEADS	v Suit contracts	4th, 3 <sup>rd</sup> and 5 <sup>th</sup> ;	2 <sup>nd</sup> from suits without an honour		
	AK	AKx	KQ10	KQx	KJ10
	K109	QJ10	QJx	J10x	10xx
	109x	987x	10xx	Hxxx	Hxxxx
	Hxxx	Hxx	xx	xxx	xxx
Other leads:	v NT contracts	4th, 3 <sup>rd</sup> and 5 <sup>th</sup> ;	2 <sup>nd</sup> from 3/4 cards without an honour		
<b>King at trick-1 v NT requests honour or length-signal</b>	AKx(x)	AJ10x	KQ10	KQx	KJ10
	K109	QJ10	QJx	J10x	10xx
	10xxx	109x	987x	Hxx	Hxxxx
	Hxxxx	Hxxx	xx	xxx	xxx

(In all the card combinations shown, circle the card normally lead if different from standard i.e. underlined card)

ACTION AFTER OPPONENTS INTERVENE WITH					
Simple Overall	Double	Take-out	Bids	F1	
Jump Overall	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

CARDING METHODS	Describe Primary method. State alternative in brackets.
On Partner's lead	<b>Ace = Attitude, King for count v suits</b> 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)

### 0. 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

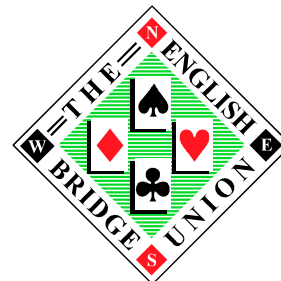
- 2♣ Stayman (always has at least one major of exactly four cards)  
 after opener's 2♦:  
     2M Both majors, bid longer  
     3m NF, INV  
     3M FG, 5M (usually 4OM)  
 after opener's 2♥:  
     2♠ NF "scramble", usually 4♠ with short hearts, often 5♦  
     3m NF, INV long minor with 4♠  
 after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

### 2. 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

### 3. 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



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  
 4<sup>th</sup> highest, 2<sup>nd</sup> 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 1<sup>st</sup> and 3<sup>rd</sup> 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.