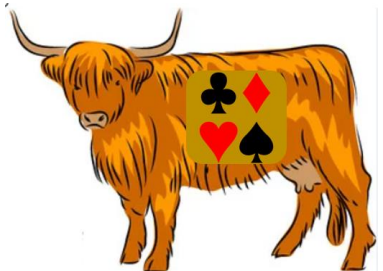


DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Almost always 5+ cards; 8+ HCP at the 1-Level
Competitive 10+ at the 2-Level
Responses: New suit = NF constructive, Cue=support (UCB – see next page), Jump raise=pre-emptive
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
15-17 in 2 nd /4 th ; System is ON as per opening 1NT
After (1x)-P-(P), 1NT is 12-14 with responses System ON
If Opps overcall/double the 1NT bid; system is OFF and suit bids are natural
JUMP OVERCALLS (Style; Responses; Unusual NT)
5-10 HCPs, 6+ cds in the bid suit. 2NT response enq (see next page)
(1M)-2NT 5-5 mm; strength wide-ranging
(1m)-2NT 5cd other minor & 5 cd M; strength wide-ranging
Reopen: 10-15 HCPs, 6+ cd suit. 2NT resp enq; resp as per 2M-2N
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
(1m)-2m = 5-5MM; strength wide-ranging
(1M)-2M = 5+OM, 5+ m; wide ranging, 2NT enq asks which m
VS. NT (vs. Strong/Weak; Reopening;PH)
(1NT)-2NT 5-5mm; strength wide-ranging
Otherwise suit overcalls are natural
X of all opps NT bids are penalty
(1NT)-X-(P)-2Suit: weak hand; long suit
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
DBL = takeout
(weak two)-2NT=15-18 BAL (System on)
Direct Cue bids show 5-5 MM or M+m
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♠
DBL=majors; 1NT/2NT=minors
(1♣) - P - (1♦) - DBL=majors, 1NT=minors
OVER OPPONENTS' TAKEOUT DOUBLE
Raises PRE; 2NT=good raise or better, New suit F1
RDBL=10+ (forcing to 2 of opener's suit or penalty)

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	Standard (4 th and 2 nd)	Standard (4 th and 2 nd)	
NT	Standard (4 th and 2 nd)	Standard (4 th and 2 nd)	
Subseq	Top of two remaining	Top of two remaining	
Other: Middle from three small; May lead H from Hx;			
May lead A from Axx(x), particularly against a suit contract			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Ax AKx(+)	AKx(+)	
King	KQx(+)	KQx(+)	
Queen	QJx(+)	QJx(+) AQJ(x) KQ109(x)	
Jack	J10x(+) KJ10	J10x(+) KJ10 AJ10	
10	10x 109x(+) (K/Q)109(+)	10x 109x(+) (A/K/Q)109(+)	
9	9x	9x	
Hi-X	Sx xSx xSxx(+)	Sx xSx xSxx(+)	
Lo-X	HxS HxxS HxxxS	HxS HxxS HxxSx	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Low = ENC	Hi/Lo=EVEN	Low = ENC
Suit 2	Suit Preference	Suit Preference	Suit Preference
3			
1	Low = ENC	Hi/Lo=EVEN	Low = ENC
NT 2	Suit Preference	Suit Preference	Suit Preference
3			
Signals (including Trumps):			
Suit Preference applies in some situations			
DOUBLES			
XX when Opps X 1Suit Opening is 10+HCPs, unlikely to have support			
X of opps' artificial suit bids have values in the suit, or lead directing			
X when partner has a well-defined hand (e.g. bid NT/pre-empt) is penalty			
Double of a NT bid is for penalty			
Once we double for penalties all further doubles are penalties			
DEFENCE TO UNUSUAL CONVENTIONS			
Against transfer response to 1♣: X shows that suit. Bidding transfer suit is takeout, e.g (1♣) Pass (1♦=hearts) 1♥=takeout of hearts			
Against Multi 2♦: X is 13-16 bal or 18+ (next double takeout)			
Against weak 2♦ showing Majors: X is 15+ (next double penalties), 2NT minors.			
Against Polish 1♣: X is 12-14 bal or 18+			
Against 2NT showing minors: X both majors (next double takeout), 3♣ MM with more Hearts, 3♦ MM with more Spades			

CONVENTION CARD
CATEGORY: GREEN
NCBO: SCOTLAND
PLAYERS: Kevin REN & Michael KENNEDY SBU 19907 SBU 19905

SYSTEM SUMMARY
1NT opening 12-14
4 card majors. Open minor with 4-4
2♦/2♥/2♠ openings weak
2/1 10+
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Gambling 3NT opening
May compete as passed hands with very weak hands
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU					
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING	
1♣		4	4♠	10-19HCP Open 1m with 4m4M	Simple shifts NAT, F1; 2-level F1 Jump shifts GF and NAT 1NT 6-9HCPs BAL or no NAT suit bid available	1x-1y-1NT-2♣ INV+ Checkback (M enquiry) 1x-1/2y-2NT-3♣ GF Checkback (M enquiry) Bidding the 4 th suit, or new suit at 3-level GF	Unassuming Cue Bids (UCB): Bidding the opposition suit when partner's natural suit is overcalled shows a good raise of partner's Suit, to at least the next bid; e.g. 1♥-(1♠)-2♠ shows at least a good raise to 3♥; could be stronger	
1♦		4	4♠		1m-2NT: 10-12 BAL			
1♥		4	4♠		10-19HCP			1M-2NT: GF w/ 4 cd SUPP after which 3 level natural suit, 4 level splinter, 3NT general strength
1♠		4	4♥		10-19HCP 5 cards unless 4=3=3=3			1♠-2♥ shows 5+
1NT				12-14 HCP Could have 5cM or 6cm	2♣ Major enquiry promising 4 cd M. 2NT INV 2♦/♥/♠ transfers to ♥/♠/m (break to natural suit or super accept with good fit) Other responses strong e.g. 1NT-3♣	2♣-2♦-2M is 5-4 majors weak hand transfer- 2M - OM is 5-4 (forcing) 2♣ - 2♦ - 3♥ is 5-5 in majors, invitational 2♣ - 2♦ - 3♠ is 5-5 in majors, game forcing	1NT-(X)-natural bidding 1NT-(Overcall)-X penalties, 2 level natural, 3 level strong	
2♣	Yes	0		23+HCPs, or any hand that can Force Game by itself	2♦ relay; other suits good NAT suit	2♣-2♦-2NT: System applies as if 2NT opened		
2♦		6		5-10HCPs	Simple raises are obstructive; NF Raises to Game are Natural and to play 2NT asks opener to describe their hand further Changes of suit NAT; F1	Responses to the 2NT enquiry: 3♣ Weak hand; weak in the suit bid 3♦ Weak hand; good suit 3♥ Strong hand; weak suit 3♠ Strong hand; good suit 3NT AKQ in the suit bid		
2♥								
2♠								
2NT		N/A		20-22 HCPs BAL Could have 5cM or 6cm	Puppet Stayman: 3♣ asks for 5 cd M: 3♦/♥ transfers to ♥/♠ respectively	2NT-3♣-3♦ denies 5+ cd M 2NT-3♣-3NT denies 4 or 5+ cd M 2NT-3♣-3♦-3M shows 4 in other major 2NT-3♣-3♦-3NT shows no 4 card major 2NT-3♣-3♦-4♣/4♦ both 4cM Strong/Weak Super accept transfers with 4cM		
3♣		6		Pre-emptive Done rarely with 6 cards	New suit F1; Raises NAT			
3♦								
3♥								
3♠								
3NT	Yes			Weak hand; strong (7+ cd) m No quick tricks outside suit	4♣ to play in minor, 4♦ asks for shortage, 4M NAT			
4♣		7		Pre-emptive To play			HIGH LEVEL BIDDING	
4♦								
4♥								
4♠								
4NT	Yes			Both minors very distributional To play	Natural		4/5NT Quantitative raise of Opener's 1/2NT Opening/Rebid invite to 6/7NT Cue Bids when suits agreed give equal priority to 1 st and 2 nd round controls An unnecessary jump agrees partner's suit and shows 1 st or 2 nd round control (cue) When 4NT is required to show 2 places to play in COMP auction, it does	
5♣				11 tricks with ♥ as trumps 11 tricks with ♠ as trumps	Raise to Slam with A or K ♥; raise to 7 with both Raise to Slam with A or K ♠; raise to 7 with both		4NT when suit agreed asks for Controls; Responses: 5♣ 1/4; 5♦ 0/3; 5♥ 2/5, 5♠ 2/5 with trump Q; Next suit up after 5♣/♦ asks Q trump (cheapest bid=no) 5NT asks for cheapest specific King.	
5♦								
5♥								
5♠								