



THE CIRCLE SYSTEM CARD



BIDDING

ACOL WEAK (12-14) NT

4 Card Majors

1NT OPENING & THEREAFTER

Strength 12-14

Shape constraints

Responses 2♣ Stayman

2♦ Transfer to ♥ 2♥ Transfer to ♠

2♠ Weak takeout to a minor or 11pts 2NT Natural invitational

Others

Action after opponents double NATURAL – No system but 2♣, then XX=Take-out

Action after other interference X = Take-out

TWO-LEVEL OPENINGS AND RESPONSES

Meaning	Responses	Notes
2♣ Strong 23+ Or Game in Hand	2♦ Relay; 2♣-2♦-2NT Non-Forcing only	
2♦ Pre-emptive ATV, < Opening hand, 5+ card suit.	Change of suit forcing	
2♥ Weak, but wide-ranging in 3 rd seat	2NT enquiry with responses:	
2♠ 11-13 in 4 th seat	<ul style="list-style-type: none"> New suit showing A or K and max 3 of opening suit=weak 3N=AKQxxx 	
2NT 20-22	Stayman, Red suit transfers	

OTHER ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE

4th Suit = Game Forcing.

OTHER OPENING BIDS

	HCP		Min length	SPECIAL RESPONSES	Notes
1♣	10+		4	1N=5-9, 2N = 11/12 Balanced	
1♦	10+		4	Raise to 3=11/12 Invite	
1♥	10+		4	Strong Jump Shift (eg 1♦-2♥)	
1♠	10+		4	Double Jump = Splinter – See 1	
				4N = See Below	
3 bids	< Opening Hand		6	Change of Suit = Forcing	
4 bids			7		

DEFENSIVE METHODS AFTER OPPONENTS OPEN

OPPONENTS OPEN A NATURAL ONE OF A SUIT		CONVENTIONAL MEANING	SPECIAL RESPONSES	Notes
Simple overcall		5+cards (can be 4) – 2 level overcalls=sound, change of suit=force 1 round, See 2		
Jump overcall		Weak, but wide-ranging opposite passed partner (ie no game interest).		
Cue bid		(1minor) by opponent – 2minor = Both Majors		
1NT	Direct: Protective:	15-17 11-14	System on as over opening 1NT	
2NT	Direct: Protective:	Lowest other two Suits 19-21 bal – Responses as over 2N opening		
OPPONENTS OPEN WITH		DEFENSIVE METHODS	SPECIAL RESPONSES	Notes
Weak 1NT		X=Penalties, Others Natural		
Weak 2		X take-out, 2N=15-17		
Weak 3		X take-out, 3N to play		
4 bids		X take-out		

SLAM CONVENTIONS

Name or	Action over interference
Standard Blackwood 4N 5♣=0 or 4 5♦=1 5♥=2 5♠=3 5N then asks for Kings 6♣=0 or 4 etc	Roman Keycard Blackwood 4NT 5♣=1 or 4, 5♦=0 or 3, 5♥=2 of 5 key cards with Q of agreed suit, 5♠=2 Keycards are the 4 Aces and King of agreed suit. If in doubt, the agreed suit is the last naturally bid suit. Queen trumps/Kings – anything you agree is fine.
Gerber 4♣/5♣	Asking Aces/Kings, ♦=0, ♥=1, ♠=2, NT=3

DOPI ROPI

COMPETITIVE AUCTIONS

Agreements after opening of one of a suit and overcall by opponents

Level to which negative doubles apply	3♣
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Special meaning of bids	New suits forcing except by limited hands
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Agreements after opponents double for takeout

Redouble	9+hcp no fit	New suit	Forcing	Jump in new suit	Fitted
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Jump raise	Pre-emptive	2NT	Good 4-card raise	Other
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Other agreements concerning doubles and redoubles

OTHER CONVENTIONS

1NT rebid 15-17 (may bypass 4cM) after which 2♣ is Artificial Forcing

Cue Bids – After suit agreement (eg 1♥-3♥) a change of suit at 3♠ or above shows A or K (Control)

1 – Splinters – A Double Jump, eg 1♣-3♦ = Game forcing with 1 or none of the suit bid and 4 card support for Partner.

2 – A bid of the opponent's suit following a call by partner = a sound raise in partner's suit.

UCB – Value raise in partner's suit.

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OPENING LEADS

v. suit contracts	A <u>K</u>	<u>A</u> K x	<u>K</u> Q 10	<u>K</u> Q x	K <u>J</u> 10	K <u>10</u> 9	<u>Q</u> J 10
	<u>Q</u> J x	<u>J</u> 10 x	10 x <u>x</u>	<u>10</u> 9 x	9 <u>8</u> 7 x	10 x x <u>x</u>	H x <u>x</u>
	H x x <u>x</u>	H x x <u>x</u> x	H x x <u>x</u> x x	<u>x</u> x	x <u>x</u> x	x <u>x</u> x x	x <u>x</u> x x x
v. NT contracts	<u>A</u> K x (<u>x</u>)	A <u>J</u> 10 x	<u>K</u> Q 10	<u>K</u> Q x	K <u>J</u> 10	K <u>10</u> 9	<u>Q</u> J 10
	<u>Q</u> J x	<u>J</u> 10 x	10 x <u>x</u>	<u>10</u> 9 x	9 <u>8</u> 7 x	10 x x <u>x</u>	H x <u>x</u>
	H x x <u>x</u>	H x x <u>x</u> x	H x x <u>x</u> x x	<u>x</u> x	x <u>x</u> x	x <u>x</u> x x	x <u>x</u> x x x

CARDING METHODS

	Primary method v. suit contracts	Primary method v. NT contracts
On Partner's lead	High-Low encourages	High-Low encourages
On Declarer's lead	McKenny (or Count where needed)	McKenny (or Count where needed)
When discarding	High=Encourages, Low=no interest	High=Encourages
Other carding agreements:		
Suit preference when obvious		
Deception		
McKenny = a low card shows interest in the lower of the others suits, a high card, the higher.		