| $\begin{gathered} \hline \text { OPENING } \\ \text { BIDS } \\ \hline \end{gathered}$ | Point Range | Min. Length | CONVENTIONAL SPECIAL <br> MEANING RESPONSES |
| :---: | :---: | :---: | :---: |
| $1 \% /$ | 11-19 | 4 | Splinters, limit raises |
| 1 / | 11-19 | 4 | 2NT = Jacoby GF 3-spl, 4-suit, (also limit raises and splinters) |
| 1NT | 12-14 | 2 | Stayman, transfers, $2 \mathrm{~S}=11 \mathrm{hcp}$ or C/D, $2 \mathrm{~N}=12 \mathrm{hp}$, invite |
| 2\% | 23+ |  | GF unless opener passes before game is reached |
| $2 * / \downarrow$ | 5-9 | 6 | $2 \mathrm{~N}=$ enquiry, for feature |
| 2NT | 20-22 | 2 | 5-card puppet Stayman, RST, |
| 3 bids | 5-9 | 6 | Preempt, responses 1RF |
| 4 bids | $<15$ | 7 | Good preempt |

SPECIAL USES OF DOUBLES:

| DEFENSIVE BIDS |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: |
| OVERCALLS | Meaning |  | OPPONENTS OPEN | Defensive Methods |
| Simple | 5+ cards, 8+ hcp |  | Strong 1 \& |  |
| Jump | 6 cards, weak |  | Weak 1NT | Landy 2C = majors, other bids natural. $\quad 2 \mathrm{~N}=\mathrm{C} / \mathrm{D}$ slam interest |
| Cue Bid | Michaels |  | Strong 1NT |  |
| 1 NT | $\begin{aligned} & \hline \text { Direct } \\ & 15-17 \end{aligned}$ | $7 \quad 11-14$ | Weak 2 | TOX, Lebensohl |
|  | Responses system on |  | Weak 3 | TOX |
| 2NT | Direct   <br> UNT Protective  <br> Responses system on if strong |  | 4 bids | To 4H: TOX, 4N = minors. Over 4S, $\mathrm{X}=$ penalties, $4 \mathrm{~N}=\mathrm{TO}, 2$ suits |
|  |  |  | MULTI |  |
| ACTION AFTER OPPONENTS INTERVENE WITH |  |  |  |  |
| Simple/jum p Overcall |  | Double = Negative to 3S |  | Bids are Natural \& Forcing, 5 card suit |
| Double |  | Redouble New suit <br> 9+hcp N\&F | Jump in new suit fit jump | Jump raise 2NT good <br> preempt raise to 3 |


| SLAM CONVENTIONS | Meaning of Responses | Action over interference |
| :--- | :--- | :---: |
| Name: | $0-3,4-1,3$ without Q-T, 2 with Q-T | DOPI ROPI |
| RKCB | $5 N$ asks for no. of Kings 0-3. |  |
|  |  |  |
|  |  |  |

Other Conventions:

| OPENING LEADS | v suit contracts | 4th, 3rd and 5th; |  | ............ |  |
| :---: | :---: | :---: | :---: | :---: | :---: |
| Other leads: | $\begin{aligned} & \mathrm{AK} \\ & \mathrm{~K} \underline{10} 9 \\ & \underline{109 \mathrm{x}} \\ & \mathrm{Hxxx} \end{aligned}$ | $\begin{aligned} & \text { AKx } \\ & \text { Q } J 10 \\ & 9 \underline{8} 7 x \\ & \text { Hxx } \end{aligned}$ | $\begin{aligned} & \text { KQ10 } \\ & \text { QJX } \\ & \text { 10xxx } \\ & \underline{x x} \end{aligned}$ | KQx <br> J10x <br> Hxxxx <br> x $x_{x}$ | KJ10 <br> 10xx <br> Hxxxxx <br> xxxx |
|  | v NT contracts | 4th, 3rd and 5th; | ........................................... |  |  |
|  | $\underline{\text { AKx }}$ (x) | AJ10x | KQ10 | KQx | KJ10 |
|  | K109 | QJ10 | QJx | J10x | 10xx |
|  | 10xxx | 109x | 987x | Hxx | Hxxxxx |
|  | Hxxxx | Hxxx | $\underline{\mathrm{x}} \mathrm{x}$ | x xx | x xxx |


| CARDING METHODS | Describe Primary method. State alternative in brackets. |
| :--- | :--- |
| On Partner's lead | HELD EXCEPT when K is led (give count) |
| On Declarer's lead | Count |
| When Discarding | HELD |
| Exceptions to above | Suit Preference in context |

## SUPPLEMENTARY DETAILS

(Please cross reference to appropriate part of card)
Name:Sati McKenzie 22097
.After X of our NT: TX to a 5 -card suit or SOS XX to find a $4-3$ fit
Lebensohl after interference over 1NT, 3 bids forcing unless via 2NT-3C; same after our $X$ of their $2 \mathrm{H} / \mathrm{S}$

- Unassuming Cue bids
- $\quad$ FSF (at $2 / 3=1 R F, G F$ )
- Checkback after 1NT and 2NT rebids (2D = neither, $2 \mathrm{NT}=$ both $)$
- $1 \mathrm{X}-1 \mathrm{Y}-1 \mathrm{NT}=15-17$
- $1 \mathrm{X}-2 \mathrm{Y}-2 \mathrm{NT}=15+$


## GENERAL DESCRIPTION OF SYSTEM

Bidding Methods:- 4 card majors, 3 weak twos, weak NT

Style of leads, signals, discards:- Standard, count/attitude

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

## STRENGTH OF 1NT OPENERS: 12-14

2ヶ RESPONSE TO 1NT OPENER IS: Stayman

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

