

OPENING BIDS	Point Range	Min. Length	CONVENTIONAL MEANING	SPECIAL RESPONSES
1♣	10+	2	Natural or Bal [Maybe 5♦]	1♦/1M=Nat,1NT=NF,2♣=Inv+,2♦=Wk♥/ GF 55Majors, 2♥=Bal Inv no M,2♠=Wk♠4-7, 2NT=Mins,3♣=Wk,3♦/M=s/v
1♦	10-22	4	♦ unbal unless 5422/6322	1M=Nat F1, 1N=6-10, NF, 2♣=ART GF, maybe ♦ support, 2♦=Cons♦, 2♥/2♠=Weak, 2NT=Bal Inv, 3♣=Inv, 3♦=Weak, 3♥/♠=s/v [1♦-1M-? Xfer rebids]
1♥	10-22	5		1♠=Nat,F1,1NT=<12, NF,2♣=ART GF, 2♦=GF,2M=7-10 3M, 1♥-2♠=Inv 1♠-3♥=Inv, 2NT=Inv+ 4M raise, 3m=Inv 6+m, 3M=7-9, 4M raise, 3NT=Soft 4333
1♠	10-22	5		
1NT	(14)15-17		Bal maybe 5M or 6m,sing Hon	2♣=Stay,2♦/♥=Xfer,2♠=Bal Inv/♠, 2NT=♦,[Hxx=3♦], 3♣=5M Ask,[3M=5M,3NT=6m,else3♦],3M=S/V & Minors, 3♦=Wk xx M/5m332 ST, 4m=Xfer to ♥/♠,4M=NF, 4NT=Inv
2♣	23+	0		2♦ = 4+, 2♥ = 0-3, 2NT=GF ♥, 3M= 4M6♦GF, 2♠/3m = Nat Positives. X = T/O over interference
2♦	20-22 6-10	2 5	1/2NV Wk M/Bal Normally Wk2=6 1/2 VUL/3 <sup>rd</sup> /4 <sup>th</sup>	2M/3♥=P/C,2NT=Relay,3m=GF,3♠=GF♠,4♣=Trans In ♥/♠, 4♦=Bid M, 4♥=P/C,[2N->3♥=Max ♥,3♠=Max ♠] 2M=NF,2NT=[♠NF/GF]/InvM/Inv+Majors,3♣=Inv+,3M=GF
2♥	6-10 3-8	6 4	1/2 VUL/3 <sup>rd</sup> /4 <sup>th</sup> ♥ 1/2 NV Wk ♥& ? 44+ if ♠,else 5♥	2♠=NF, 2NT= s/v ask, 3m = GF, 3♥=NF, 3♠=GF♠,4♣=MKB 2♠=P/C, 2NT=Ask,3♣/4♣=P/C,3♦=Inv+♥,3♥=NF,3♠=GF♠ Normally 6M if a Weak 2
2♠	6-10 4-8	6 5	1/2 VUL/3 <sup>rd</sup> /4 <sup>th</sup> ♠ 1/2NV Wk 5♠	2NT= s/v ask, 3X = F1, 3♠= NF, RONF if 2M-(X)-? Poor Wk 2: 2NT asks for better minor, 3m/♥=NF
2NT	<9 20-22		1/2 NV Wk♠/♦ or GF Majors 1/2 VUL/3 <sup>rd</sup> /4 <sup>th</sup>	3♣ = P/C, 3♦/♥/♠ = GF [1 <sup>st</sup> /2 <sup>nd</sup> ] 3♣ = Puppet [3♥ = No M], 3♦/♥=Xfer (step1=3M), 3♠ = Minors, 4X = Two-below slam tries, 4NT = quant
3 bids	<13	5	1/2NV Cons♣/♦ Wide (3 <sup>rd</sup> )	4♣ = trump ask (4♦ over a 3♣ pre-empt), Responses: MKB 0/1/1+Q/2/2+Q
3NT	<15	7	Good 4M	4♣ = Bid suit below, 4♦ = Slam try s/v ask, 4♥ = P/C
4 bids	<16	6	Pre-emptive	4NT open=Ace ask (5♣=0, 5X=A, 5NT = A♣, 6♣=2)

### DEFENSIVE BIDS

OVER-CALLS	Meaning	OPPONENTS OPEN	Defensive Methods
Simple	Could be a 4-card suit	Strong 1♣	X=MM,1M=3/4M+5m(Nat if 1♠-1♦),1♦=5M, 1NT=Minors,2m=♣/♦,2♦=55+M,2M=Wk →1M:2♣=P/C(canapé),2X=Fit,1NT=own suit
Jump	Weak/Strong VUL at 3-level (1/2Y)-4Y= Good 4M overcall	Vs 1NT: Weak and Strong	2♣ = Majors (2♦=Inv+relay),2♦ = A Major, 2M = 5M+4/5m,2NT = Minors/GF Two-suiter X = 4m5m vs 15-17 (1 <sup>st</sup> /2 <sup>nd</sup> /4 <sup>th</sup> ) 5 <sup>th</sup> /7 <sup>th</sup> =M+m X = Pen vs 14-16 or less and 3 <sup>rd</sup> seat
Cue Bid	Michaels (2NT=Inv+ Relay)		
1 NT	Direct 15-17(14-16 2 <sup>nd</sup> vs 1♠) Protective 11-16	Weak 2, 3 Bids	T/O X's; NF Leaping Michaels
	Protective: Puppet+ xfers + Crowbar Direct: as if we opened 1NT	4 bids	T/O X's, 4NT = 2 or 3-suiter
2NT	UNT 19-21	Multi	X=12-16 bal or strong, 2M = Nat, 2NT = 17-20 bal, Dbles are t/o

### ACTION AFTER OPPONENTS INTERVENE WITH

An overcall: Neg Xs→7♥; if M opened=Fit Jumps, 4M/5m=NF; if m=Weak (Fit if passed);1m-(1♥)-1♠=4+♠  
A jump overcall: Neg Xs→7♥, 2M=F1; if M opened=Fit Jumps, 4M/5m=NF; if m=Weak (Fit if passed)  
A double: XX=Penalty seeking, (pen over, coop under), Xfers if M opened 1NT+, 3OM/4OM=Fit, else if 1m opened 1NT=NF, 1X=F1, 2X=F2NT/3L, Jump=Fit if M/Wk if m, 2NT=Mixed raise+

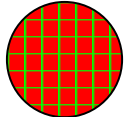
### SPECIAL USES OF DOUBLES:

Aggressive protective, game try, maximal, action, sacrifice suggesting, lightner  
Double of 3NT asks for unusual lead, or ♥  
Double of 3L Q bid seeking 3NT= don't lead (X at 2L by Responder=Raise, Delayed=Hx)  
Double of a splinter - suggest a save at Fav- otherwise lead the "highest suit"  
Snapdragon: For other suit: (1♦)-1♠-(2♥)- ? X = ♣, 3♣ = Fit  
Penalties when: (a) We have agreed a suit (b) Pd has pre-empted/defined suit(s)  
(c) We pass for penalties or make an earlier penalty double (d) They protect  
(e) They bid a new suit opposite pre-empt (f) They bid NT's naturally  
(g) They bid a suit we have shown/implied (e.g. over Partner's t/o X); (h) Loud

SLAM CONVENTIONS	Meaning of Responses	Action over interference
Name: RKB and EKB Minorwood MKB / GSF (PFA with 0)	3/0, 4/1, 2 without Q, 2 + Q, 5NT for Specific King Step 5 = Even+void, Step6= Odd+void	D0P1 R0P1

### Other Conventions:

Overcall 4m over a 2M/3M pre-empt, shows that minor and the other major, NF  
Overcall 4♣ over a 3♦ pre-empt shows ♣ and either major (4♦ asks)  
Overcall 4♦ over a 3♣ pre-empt shows ♦ + ♥. With ♦ + ♠, double and convert a ♥ bid to ♠  
Overcall 4m over a multi, shows m and either major, GF

OPENING LEADS	v suit contracts	3 <sup>rd</sup> and 5 <sup>th</sup>	Top from Honour sequences with J or better		
	<b>AK</b> <b>K109</b> <b>10xxx</b> <b>Hxxxx</b>	<b>AKx</b> <b>QJ10</b> <b>109x</b> <b>Hxxx</b>	<b>KQ10</b> <b>QJx</b> <b>987x</b> <b>Xx</b>	<b>AK</b> <b>J10x</b> <b>Hxx</b> <b>Xxx</b>	<b>AKx</b> <b>10xx</b> <b>Hxxxxx</b> <b>Xxxx</b>
	v NT contracts	2 <sup>nd</sup> and 4 <sup>th</sup> v Part Scores	Attitude v Games	3 <sup>rd</sup> and 5 <sup>th</sup> Pd's suit	
Other leads: <b>A/Q for rev att</b> <b>K- count/unblock</b>	<b>AKx(x)</b> <b>K109</b> <b>10xxx</b> <b>Hxxxx</b>	<b>AJ10x</b> <b>QJ10</b> <b>109x</b> <b>Hxxx</b>	<b>KQ10</b> <b>QJx</b> <b>987x</b> <b>x</b>	<b>KQx</b> <b>J10x</b> <b>Hxx</b> <b>Xxx</b>	<b>KJ10</b> <b>10xx</b> <b>Hxxxxx</b> <b>Xxxx</b>

CARDING METHODS	Describe Primary method. State alternative in brackets.
On Partner's lead	Reverse Attitude/Standard Count/Std Suit Pref/Obvious Shift
On Declarer's lead	Reverse Attitude/Standard Count/Std Suit Preference
When Discarding	Reverse Attitude/Standard Count/Std Suit Preference
Exceptions to above	Smith Peter (high-low = like from both sides)

## SUPPLEMENTARY DETAILS

### (Please cross reference to appropriate part of card)

- Minor Suit Openings:  
1♣-2♣-? 4m=RKB, 3M=s/v, 4X=Exclusion; 2♦=Wk♥/GF 55M; 1♠-2♥=Bal Inv→2♣=Extras puppet to 2NT
- 1♦=4441, normally 5+♦ unbal: [1♦-1M-? 1N+=Xfers: 2♣ maybe Good 3M, 2♦=Weak 3M, 2M=Weak 4M]  
1♦-? 1NT= NF, 6-10 bal; 2♣=GF, maybe 4+♦; 2♦=Cons; 2M/3♦= Weak; 2NT =Bal Inv no M, 3♣= Inv.
- Major Suit Openings & Responses [5M unless good 4M in 3rd seat]:  
2N=Inv+ 4M raise, 1NT=Semi forcing [NV=3-11 (3-6 pts with 3/4M)], 2X=GF (2♣=♣/bal), 2M=Cons 3M,  
3♣/♦=Nat Inv, 3M=4M 6-9, 3NT= Soft 3334, 13-15, Splinters=3L/5L strength.  
1M-2NT-? 3♣= Min<14, 3♦= 14+ bal, 3♥/3♠/NT = 14+ sequential sing/void, 4m= Min void  
1M-2NT-3♣-3♦=Relay→ 3♥=Bal, 3♠/3N/4♣=Seq sing. Interfere: X=T/O, P=Bal, Step1/2=Other seq s/v
- (1m)-1M-(P/X)-? 2Y=Constructive, 2m= 3M Q raise /Good hand, 3Y/4Y=Fit, 2NT=Good 4M, 3m=Mixed.  
1M-(2Y overcall)-? 2NT=Good 4-card raise 8+→ Sys On, 3Y = Good 3-card support 10+.
- 1NT Opening Auctions:
  - System on over double/2♣/2♦ if ART (including multi-landy 2♦)
  - XX = 5m from responder or 5m/5M from opener; 4♣/♦ = Xfer to M, 4M = NF
  - Transfer breaks to 2NT on HHx and max, else just bid 3M on a max; retransfers
  - 1NT-2♣-2♦-? 2♥ = NF majors, 2♠= Inv 5♣, 2NT = Inv with 4M, 3♥/3♠ = Smolen
  - 1NT-2♣-2♥-? 2♠ = Inv 5♣, 3♠= GF ♥ raise [3NT=Bad T, good hand], 4m= s/v, 4NT= Quant
  - 1NT-2♣-2♠-? 3♥ = GF ♠ raise [3NT=Bad T, good hand], 4X = s/v, 4NT = Quant
  - 1NT-3♣--? 3♦=Catchall, 3M=5, 3NT=6m; over 3♦, bid 3M naturally if decent suit
  - 1NT-2♦-2♥-? 2♠=Inv 5♥, 2NT=GF♣, step1=wait, 3♣=GF♦, 3♦=GF Rexfer 5/6♥, 3♥=Inv6♥, 4m=s/v
  - 1NT-2♥-2♠-? 2N= GF♠, 3♣=GF♦, 3♦=GF5♥, 3♥=GF Rexfer 5/6♠, 3♠=Inv6♠, 4m/4♥=Autosplinter
  - Interference: Over 2m: Xfers at 2L, 2N=mm NF; Over 2M: 2NT+=Rubensohl; Over 3Y: bids=GF
- Xfers vs 2NT rebid = 18-19: 1♣-1♥-2NT-[3♣=puppet to 3♦→ P=♦ NF, 3♥=♥ NF, 3♠= 44M♦ GF, 3NT= bal slam try ♦]; 3♦=5+♥ GF, 3♥= 44M GF, 3♠= 4♥+5♣ slam try. 1♣-1♠-2NT-[3♣=puppet to 3♦→ P=♦ NF, 3♥=5♥ NF, 3♠=♠ NF, 3NT= slam try ♦]; 3♦=4+♥ GF, 3♥= 44M GF, 3♠=4♠+5♣ slam try
- Puppet Stay: 2NT-3♣-? 3NT=5♥, 3♥=No M [3♠=5♠ 4♥, 3NT= NF], 3♦-4♦= Both M Med, 4M=5 Linked m  
Two-below xfers over 2NT: Bid suit inbetween=Like/4NT=Dislike e.g. 2NT-4♠-5♣
- Blackout over Reverses[4<sup>th</sup>/2N]; Scramblesohl over (2M) X -P-? Rubensohl over 1NT (2M); Fast 3N= stop
- (1m)-P-(1M)-? 2M is natural, 2m = other suits, 1NT = (14)15-17
- Low level doubles, redoubles and xfers:
  - 1♣-(1♠)-? 2♣=5+♦ Wk/Inv/GF, 2♦=Inv+♥, 2♥/3♦=NF, 3♥=Fit, 2♠=Inv+♣, 3♠→3NT
  - (1A)-1Y-(X)-XX = 9-13 no fit (0/1). 1NT= Doubleton 8-12. Doubles after = penalties.
  - 1M-(X)-? Xfers →2M. Pass then X =8+bal doubleton M, Pass then suit/2NT=Two-suited
  - X of Xfer at 1-level is Nat if 1♦ or 1♥; shows majors if 1♣-1♠ (where 1♠ denies a M)
  - (1NT)-Pen X-(Rescue): X= T/O; P = F1 up to 2♦
  - 1NT-(P)-2♣-(X)-? Or 2NT- 3♣-(X)-? Bids = Nat +stop, Pass → XX= Sys On
  - Double of Stayman/Xfer = suit Redouble of 3NT = To Play
  - Support Double/1NT (XX=strong hand) through 2♥; Support X or 1NT is optional
- Jump Q bid = asks for a solid suit..... I have a stop; unless 2+ 1m, where 3m= Nat 6m and 10-13
- Known two-suited interference: lower Q = GF unbid suit, higher Q = GF support. E.g. 1♠-(2♠=♥+♦)-?  
Unknown: 1M-(2M)-? X=Pen, 2N/3♣=Xfers, GF/Limit/NF raises (ifM=♠) 3♦/3♥/3♠, (if M=♥) 2♠/3♦/3♥
- Defence to Pre-empt:
  - (3X)-3NT-P-? 4♣=Stay, 4♦= s/o somewhere/minors (puppet → 4♥); 4M/5m=Cons, 4NT=Quant
  - (3X)-4X= Two suits; Over a 3♣ pre-empt, or 1♠ - 3♣ sequence → 4X = 5OM+5m NF
- Gazzili: 1M-1NT-2♣=(a) 16+ or (b) <16, natural → 2♦ = 8+, other bids natural and < 8.  
After a (<8), opener may pass with 16-17; or with a very strong hand →bid a new suit GF or 2NT INV.  
After 8+, 2NT is natural waiting and maybe be 6M or unbal. Direct 2X= <16, NF; Direct 3X=Inv.  
1M-1NT-2NT is a GF 64, 3♣ = relay and the responses are sequential: 3♦=4♣, 3♥=4♦, 3♠=4OM.  
1M-1NT- 2♣-? 2♦ = 8+; 2M = <8, 2-3M; 2OM/3m = <8, nat, 0-1M; 2NT = <8, minors, 0-1M  
1M-1NT- 2♣-2♦-? 2M = <16, M+♣; 2OM = Bal 15-16 INV , not GF; 2NT = 16+, bal; 3m = 16+, nat;  
3M = 16+, nat; 3OM=16+, 4OM; 3NT =NF. Exception: 1♥-1NT-2♣-2♠ = <8 and, 3145 or 3055



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## GENERAL DESCRIPTION OF SYSTEM

Bidding Methods:- 5-card Majors, 2>1; 1♣ = Nat/Bal 2+♣

Style of leads, signals, discards:-

4<sup>th</sup> and 2<sup>nd</sup> v No Trumps, part scores, attitude v NT games

3<sup>rd</sup> and 5<sup>th</sup> v suits (Attitude during the play unless count is a priority)

Reverse Attitude / Standard Count / Suit Preference

## ASPECTS OF SYSTEM OPPONENTS SHOULD NOTE

Wk Twos [except NV 1<sup>st</sup>/2<sup>nd</sup> : 2♦=Multi, 2♥=♥+? maybe 44M, 2NT=Wk 6+m or GF 55+Majors]

XYZ:Three-way checkback over 1NT (2NT→Puppet to 3♣); FSF=GF except 1♣-1♦-1♥-1♠→ 1NT

Non-serious 3M+1, last train, 4NT/5m disc/(enc)ouraging in minor slam auctions

1Any-(1NT)-? 2♣ = Majors, X= Two-suited, 2X= Nat, 2NT= Good raise, 3m= weak

(1m)-P-(1NT)-? X= 4M5m or strong m or strong, 2♣ = Majors, 2♦ = M, 2M = 5M&4+m

1NT-(X)-XX = Either minor, else system on; Reverse Drury 2♣/2♦=8-10, 3/4M

1NT-(2♣=MM) X=Stayman, 2♦/♥/♠=Xfers, 2NT=mm, 3♣=♦(Wk/Strong), 3♦=♦(Med), 3M=S/V

1NT-(2♦=M) X=♥ xfer and system on, 2♥/2♠/3♣=Xfers, 2NT=mm, 3♣+ as above

Gazzilli [1M-1NT-2♣] Rubensohl over 1NT-(2M) Scramblesohl vs (2M) X (P)

1M-(2X)-? 3X = Inv+ 3-card raise 10+, 2NT=Inv+ 4-card raise 8+ [→Sys on]

(1Y)-Overcall-(X)-XX = 9+ no fit, 1NT = 8-12 Constructive doubleton →Doubles after = Pen

(2♦Multi)-X-2♠-? X=Pen, 2NT=Nat, NF 1♣-X-1♠-? X=♠, 2♠=NF, 2♣=Q, Pick a 2L contract

Our 2♦ [Multi]-(X)-? XX= Weak Relay, 2M= Strong Relay, Cons for three-level

If 1♣=2+ : [2<sup>nd</sup>/3<sup>rd</sup> overcall]: X=5M/Strong, 1♦=3/4♠+5Y/GF 5♠+5m, 1♥=3/4♥+5Y/55MM Inv+,

1♠=9-13 (2<sup>nd</sup>)/10-14 bal (3<sup>rd</sup>), 2♣=9-17, 3-suiter 44M, 2♦=M, 2♥=Wk MM, 2♠=Wk,

2NT=Inv+m/Strong ♦/GF 5♥+5m, 3♣=9-13 ♣, 3♠/M=Wk, 4♣=Good 4M. [No canapé 4<sup>th</sup> direct]

STRENGTH OF 1NT OPENERS: (14)15-17

2♣ RESPONSE TO 1NT OPENER IS: Stayman