

OPENING BIDS	Point Range	Min. Length	CONVENTIONAL MEANING	SPECIAL RESPONSES
1♣	10	4		
1♦	10	4		
1♥	10	4	Jacoby, Bergen, Splinter see note 5	
1♠	10	4	Jacoby, Bergen, Splinter see note 5	
1NT	12-14	2	Stayman /Transfers see note 1	
2♣	15+	0	Game Forcing	See note 10
2♦	5+	0	Multi	See note 3
2♥	5-9	5	Lucas, 5♥, 4+minor (note 4)	2N = what minor, 3♣ = pass or correct, 3♦ = interest in ♥
2♠	5-9	5	Lucas, 5♠, 4+minor (note 4)	2N = what minor, 3♣ = pass or correct, 3♦ = interest in ♠
2NT	20-21	1	5 card Stayman /Transfers see note 2	
3 bids	0+	6	Pre-empt	
4 bids	0+	6	Pre-empt	

### SPECIAL USES OF DOUBLES:

Double of splinter suggests lead of lowest unbid suit

After opposition's 1NT opening, overcall or rebid has been doubled for penalties - we will not let opposition play undoubled at the 2 level in a minor, all passes are forcing and 1<sup>st</sup> double is take-out

SLAM CONVENTIONS	Meaning of Responses	Action over interference
RKCB 6 Ace Blackwood when 2 suits shown both Kings count as Aces	5♣ – 1 or 4 5♦ – 0 or 3 5♥ – 2 no queen 5♠ – 2 with queen	DOPI ROPI
After 5C/D: next suit up:	Return to suit – no Queen Other – Queen plus (lowest) suit King	
5NT	Bid suit with 1 King, or suit without king with 2 kings. Agreed suit = 0 Kings	
5N GSF asking for 2 of top 3 honours	6 lowest = A or K, next up = Q, 6 suit = 0, 7 suit = 2	

**Note 6: Multi 2D:** 6+ Major, 5-9 points; Bal, 22-23 points; Any 4-4-4-1, 17-24 points

2♥ response relay;

Pass - 6+ ♥, 5-9 points

2♠ - 6+ ♠, 5-9 points

2N - Bal 22-23

3♣ - 17-20, 4-4-4-1 or 4-4-1-4

(3♦), 3♥ - 17-18, 4-4-4-1

3♠ - 17-18, 4-4-1-4

3N - 19-20, 4-4-4-1

4C - 19-20, 4-4-1-4

3♦ - 17-24, 4-1-4-4

3♥ - 17-24, 1-4-4-4

then bid of singleton asks for point range if unknown. Each step show 2 point range, then singleton asks for controls starting at 4,5,6,7 depending on range.

Then singleton is queen asking: bid suit missing queen, then if responder bids suit, 4441 hand passes without queen. NT bid from 4441 hand = no more queens

3♠ - 21-24, 4-4-4-1 then after 4♣ response in steps; 6 controls; 7, 21-22; 7, 23-24; 8, 21-22; 8, 23-24; 9, 21-22; 9, 23-24; 10 after which 5♣ (or 6♣) are Q asking

3N - 21-24, 4-4-1-4 then after 4♦ response in steps

2♠ response relay showing heart support, then:

3♣ - 6+ ♥, 5-9 points; then 3♦ asks: 3♥ sign off if min, 4♦ Xfer if max or 4♥ to play

3♦ - 17-24, 4-1-4-4

3♥ - 17-24, 1-4-4-4

3♠ - 17-24, 4-4-4-1

3N - 17-24, 4-4-1-4

2N response inquiry;

3♣ - good weak 2, ♥ or ♠, then 3♦ asks for suit (PUPPET)

3♦/3♥ – poor weak 2 ♥/♠

3♠ - 17-24, 4-4-4-1

3N – Bal 22-23,

4♣ – 17-24, 4-4-1-4

4♦ – 17-24, 4-1-4-4

4♥ – 17-24, 1-4-4-4

then bid of singleton asks for point range if unknown. Each step show 2 point range, then singleton asks for controls starting at 4,5,6,7 depending on range.

3♣/3♦ response – strong H,S – then 3N shows tolerance, relay denies

other suit bid shows 4441 suit below singleton, 4N = 22/23

(After 2D - X: pass = good diamonds, XX = “I’m in charge”, all others as above)

After suit overcall: double shows 22/23 or 4441 with suit, suit bids show 4441 range

**Note 8: Action after opponents 2 suited overcall**

Cue bid lower suit: Value raise of partner's suit  
 Cue bid higher suit(if known): Forcing, 5 cards in unbid Major  
 Double: Wishing to penalise at least one suit

**Note 9: Action after 2NT rebid (including Checkback)**

3♣: Slam try asking for specific suit holdings: RON/ROBN responses  
 3♦: Max with Extra length in Responder's Suit and Max:  
 3♥: Max with Extra length in Openers Suit and Max:  
 3♠: Extra length in Neither Suits and Max:  
 3NT: Minimum, then 4C – same as 3clubs – 4N (or 5C) RKB  
 4C: Extra length in Both Suits, then 4D is 6 RKB  
 3♦, 3♥, 3♠: Natural and forcing

**Note 10: Response to 2C Opening:**

2♦ Less than 6 points: then 2♥ forces 2♠, then 2N – 26+ and others natural with hearts  
 2♥ > 5 points, < 3 controls  
 2♠ 3 controls  
 2NT 4 controls, etc., 3D – 1 loser suit, 3H shortage enquiry: 3H no loser suit, 3N shortage enq

**Note 11: Defence to Multi 2D**

X in 2<sup>nd</sup> position is take out of ♥  
 X in 6<sup>th</sup> position is either take out of ♠ or penalty against ♥  
 4♣ – 5+ ♥ and 5+ unspecified minor  
 4♦ – 5+ Spades and 5+ unspecified minor

**Note 12: Two suited overcalls – about 5 loser vul, 6 loser non vul or better**

Cue bid – extremes  
 2NT – lower two  
 3♣ – Higher two



Name: Andy Ryder EBU No. 117352

Partner: Mike Allen EBU No. 85987

Version 7

**GENERAL DESCRIPTION OF SYSTEM**

Bidding Methods:- ACOL

Style of leads, signals, discards:- 4<sup>th</sup> and strong 10s, HELD, Smith  
 Peters

**ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE**

3 way Multi 2♦ - weak major, strong balanced, strong 4441 (note 5)

Lucas 2♥/♠ - weak with either minor: at least 5/4 (note 4)

STRENGTH OF 1NT OPENERS: 12-14, see note 1

2♣ RESPONSE TO 1NT OPENER IS: Promissory Stayman

2♣ after 1N rebid = Checkback: responses 2♦ = min no major, 2♥, 2♠ = min with suit, 2N = any max

After 2N over opponents weak 2, we play 3♣, 3♦, 3♥ are transfers (into opponent's suit is staymanic) and 3♠ = minors

4<sup>th</sup> suit GF except after 1 level resp then simple suit pref at 2 level

OPENING LEADS	v suit contracts	2 <sup>nd</sup> & 4th;	Strong 10s		
	AK K109 109x Hxx	AKx QJ10 987x Hxx	KQ10 QJx 10xxx xx	KQx J10x Hxxx xxx	KJ10 10xx Hxxx xxx
	Other leads:	v NT contracts	2 <sup>nd</sup> & 4th;	Strong 10s	
	AKx(x) K109 10xxx Hxxx	AJ10x QJ10 109x Hxx	KQ10 QJx 987x xx	KQx J10x Hxx xxx	KJ10 10xx Hxxx xxx

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

CARDING METHODS	Describe Primary method. State alternative in brackets.
On Partner's lead	HELD, Distribution, McKinney
On Declarer's lead	Distribution, McKinney in trumps
When Discarding	HELD, Distribution,
Exceptions to above	Suit preference when singleton in dummy

## SUPPLEMENTARY DETAILS

### Note 1 1NT

**All NT bids and rebids are subject to 1 point upgrade / downgrade**

3 level bids over 1NT are natural and forcing.

#### **Responder's Bid**

2♣ - Stayman: 4/5 or 5/4 ♥/♠ go thru stayman

2♦ - Transfer to ♥

2♥ - Transfer to ♠

Xfer to ♥ then 2♠ is 5/5 invitational

Xfer to ♠ then 3♥ is 5/5 gf

2♠ - enquiry

2NT – relay, minor(s) weak or strong

Pass - weak with clubs

3♦ - weak with diamonds

3♥ - 5+ ♣ & 4♦ (game force)

3♠ -5+ ♦ & 4♣ (game force)

3NT - 5-5 or 6-6 in minors (game force)

**Action after 1NT overcall** – as above

#### **Action after 1NT has been doubled**

Pass – Forcing to redouble then bid 4 card suits upwards

Redble – minor suit Take out 7<sup>th</sup>, suit – 4 card rescue attempt

2♣ - Stayman 2♦ / 2♥ - Transfers

#### **Action after natural or Astro interference geared to major eg 1NT 2x**

Double of natural = Values for 2N+, Double of conventional = Penalties

**Hi** = Higher ranking **Lo** = Lower ranking

Competitive 2 **Hi**

2NT - 3♣ - 3 **Lo**

Invitational 2NT - 3♣ - 3 **Hi**

3 **Lo**

Game Force 3 **Hi**

2NT - 3♣ - 4 **Lo**

Cue-bid direct – 4 of a major – no stop

2NT - 3♣ - cue – 4 of a major – with stop

3NT direct – no 4 of a major – no stop

2NT - 3♣ - 3NT – no 4 of a major – with stop

#### **Opener's Rebid**

##### **Transfer Breaks**

Break to worthless (Jx)

doubleton unless doubleton is in retransfer suit then 2NT

Break to 3M shows bal hand

Opener bids 2NT weak or shows 5 card suit (3N = clubs)

Then after 2N or 3♣:

bid 4 card suits but note:

3♥ = 4 hearts + 3 spades

3♠ = 4 spades + 3 hearts

Pass or convert to 3NT

3NT sign-off

Minor = suit agreed

3NT sign-off

Minor = suit agreed

Immediate suit agreement

### Action after Landy defence to 1NT

2♦ - Equal length minors – non forcing

2♥ - Minors longer clubs

2♠ - Minors longer diamonds

2NT - Request for opener to bid 3♣

pass - clubs

3♦ - Competitive

3♥ - Asking for stop in hearts

3♠ - Asking for stop in spades

3NT – Stop in both

3♣/♦ – Forcing

3♥ - Minors longer clubs (GF)

3♠ - Minors longer diamonds (GF)

### Note 2: Over 2NT

5 Card Stayman

#### **Responder's Bid**

3♣ – Stayman

Over 3♣ – 3♦

Over 3♣ – 3♥

Over 3♣ – 3♠

#### **Opener's Bid**

3♦ – A Five-card major, 3♥/♠ four card suit

#### **Responder's Bid**

3♥ – Game/slam Interest in ♠ only

3♠ – Game/slam Interest in ♥ only

3NT – Slam int in ♥/♠ (showing 2 As)

4♣ – Slam int in ♥/♠ (denying 2 As)

4♦ – Asks opener to sign off in either major

3♠ asks opener to bid 3NT, 3NT shows 4♠, 4m=Natural

4♣/♦/♥ - cue bids agreeing spades

3♦ - Transfer to ♥

3♥ - Transfer to ♠

3♠ - Minor 2 suiter

4♣/♦ - Natural, forcing

3♥ - 3+ hearts, 3NT – 2 hearts, break to source of tricks

3♠ - 3+ spades, 3NT – 2 spades, break to source of tricks

**Note 3: Defence to weak 2 bids** Hi = Higher ranking Lo = Lower ranking

After Double for take out:

Weak 2 Hi  
2NT - 3♣ - 3 Lo

Intermediate 2NT - 3♣ - 3 Hi  
3 Lo

Game Force 3 Hi  
2NT - 3♣ - 4 Lo

Cue-bid 4♣/♦/♥ - Hearts !  
direct – 4 of a major – no stop  
2NT - 3♣ - cue – 4 of a major – with stop

3NT direct – no 4 of a major – no stop  
2NT - 3♣ - 3NT – no 4 of a major – with stop

After 2N 3♣/♦/♥ - transfers (into oppo suit is staymanic)  
3♠ – minors

**Note 4: Lucas 2s:**

After 2N:

3♣ - poor with clubs  
3♦ - poor with diamonds  
3♥ - good with clubs  
3♠ - good with diamonds

After 3♦:

3M - poor  
3NT – good, no void or singleton  
Other – good, void or singleton in bid suit

After \* intervention - \*\* = “I’m in charge”

**Note 5: Jacoby; Bergen, Splinter (only if jump/cue after intervention) after 1♥/♠**

2NT - Agreeing Major, game forcing, 7 loser or better

3♣ - Agreeing Major, game forcing, 7.5 - 8 losers, then 3N = max 5 loser, slam interest

3♦ - Agreeing Major, 8 – 8.5 losers, then 3N = max 4 loser, slam interest

3N – balanced 13-15, 3 card support

3♠/4♣/4♦ - void denying control in bypassed suits

After 2NT:

4 opened major - no outside controls

3NT 15+, no shortage, 4 Cards in suit

3 opened major no shortage, no source of tricks, 5+cards in suit

3♣/♦/other major shortage

4♣/♦/other major 5/5 in major and bid suit

DEFENSIVE BIDS				
OVER-CALLS	Meaning	OPPONENTS OPEN	Defensive Methods	
Simple	Natural	Strong 1♣ Natural Short 1♣ X = weak notrump, 1♦ - Take out or strong		
Jump	Weak	Weak 1NT ♣ = ♥ and a minor ♦ = ♠ and another		
Cue Bid	Ghestem	Strong 1NT ♣ = ♥ and a minor ♦ = ♠ and another		
1 NT	Direct 15-18	Protective 11-16	Weak 2	X = take out 4♣/♦=5+ suit bid and 5+ other major
	Responses System On	2C – Enq, 2N- Max	Weak 3	X = take out
2NT	Direct	Protective	4 bids	X = take out
	Ghestem	Ghestem	MULTI	X = take out of ♥ (see note 3)
ACTION AFTER OPPONENTS INTERVENE WITH				
Simple Overcall		Negative to 4♦	Bids	Natural - Forcing
Jump Overcall		Negative to 4♦	Bids	Natural - Forcing
Double	Redouble	Jump in new suit	Jump raise	2NT
	9+	Bergen 3♣/♦	Weak	Jacoby Major, Natural minor
CARDING METHODS		Describe Primary method. State alternative in brackets.		
On Partner's lead		HELD , (Distribution – high = even, McKinney)		
On Declarer's lead		Distribution – high = even, McKinney in trumps		
When Discarding		HELD , Distribution – high = even,		
Exceptions to above		Suit preference when singleton in dummy		