

| DEFENSIVE BIDS |  |  |  |
| :---: | :---: | :---: | :---: |
| OVERCALLS | Meaning | OPPONENTS OPEN | Defensive Methods |
| Simple | Natural, wide-ranging, new suit F1 | Strong 18 | not required |
| Jump | Weak | Weak 1NT | Double=PEN; 2 $\uparrow / 2 \vee / 2 \boldsymbol{\wedge}$ natural $2=$ majors ( 2 asks better major) |
| Cue Bid | $\begin{gathered} (1 \mathrm{~m}) 2 \mathrm{~m}=5 \downarrow, 5 \wedge ; \\ (1 \vee)-2 \vee=5 \wedge, 5 \mathrm{~m} ;(1 \stackrel{\wedge}{ })-2 \boldsymbol{\wedge}=5 \vee, 5 \mathrm{~m} \end{gathered}$ | Strong 1NT | not required |
|  |  | Weak 2 | Double=takeout |
|  | Responses As over 1NT | Weak 3 | Double=takeout |
|  | Direct Protective <br> $5-5$ lowest unbid suits $19-21$ | 4 bids | Optional double |
| 2NT | Responses | MULTI | not required |

## ACTION AFTER OPPONENTS INTERVENE WITH

| Simple Overcall | Double |  | Takeout through 34 | Bids | New suit F1 |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Jump Overcall |  | Double |  | Takeout through 3 | Bids | Raises PRE |  |
| Double | Redouble | New suit | Jump in new suit | Jump raise | 2NT |  |  |
|  | $10+$ misfit | natural, F1 | $5+$ suit with fit | PRE | Sound raise |  |  |

SPECIAL USES OF DOUBLES:
Double of suit is take-out
Double of 1 NT is $16+$
If your 1NT is doubled all bids are natural and redouble is to play

| SLAM CONVENTIONS | Meaning of Responses | Action over interference |
| :---: | :---: | :---: |
| Name: |  |  |
| Blackwood | $5 \boldsymbol{*}=$ no aces, $5 \bullet=1,5 \varphi=2,5 \boldsymbol{*}=3$ | D0P1, R0P1 |
| Gerber | ( 5 NT then asks for kings) |  |
| Gerber | $4 \diamond=0$ aces, $4 \downarrow=1,4 \wedge=2,4 \mathrm{NT}=3$ <br> (5* then asks for kings) |  |

Other Conventions:
In competition, UCB is the only strong raise
Fourth Suit Forcing to game except at the one level
Unusual 2NT at least $5 / 5$ in two lowest unbid suits (usually the minors),

| OPENING LEADS | v suit contracts | 4th |  |  | 2nd from bad suit, MUD |  |
| :--- | :---: | :---: | :---: | :---: | :---: | :---: | :---: |


| CARDING METHODS | Describe Primary method. State alternative in brackets. |
| :---: | :---: |
| On Partner's lead | High card=encouraging or even number |
| On Declarer's lead | High card=even count, low card=odd |
| When Discarding | High card=encouraging, low card=discouraging |
| Exceptions to above |  |

## SUPPLEMENTARY DETAILS

(Please cross reference to appropriate part of card)

## Abbreviations

F1 forcing for one round (partner may not pass it but you do not guarantee another bid)

PRE pre-emptive
UCB unassuming cue bid (a cue bid of the opponent's suit to ask for more information)
m minor suit
M major suit
D0P1 Double=no aces, pass=1 ace
R0P1 Redouble=no aces, pass=1 ace


## GENERAL DESCRIPTION OF SYSTEM

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Bidding Methods:- Acol, 4-card majors, 12-14 1NT, three weak twos Landy defence to 1NT
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Style of leads, signals, discards:- 4th highest leads, 2nd from bad suit High=encouraging

## ASPECTS OF SYSTEM WHICH

OPPONENTS SHOULD NOTE
Because this convention card is also your opponents' convention card it may be freely consulted during the auction and play.

Partnerships may not have any specific understandings outwith this system card.

However, players may experiment with bids that they feel their partner may understand without specific agreement

## STRENGTH OF 1NT OPENERS: 12-14

2* RESPONSE TO 1NT OPENER IS: Stayman

[^0]
[^0]:    Both players of a partnership must have identically completed convention cards. Cards must be exchanged with opponents for each round.

