

OPENING BIDS	Point Range	Min. Length	CONVENTIONAL MEANING	SPECIAL RESPONSES
1♣	12-19	3	Better minor, F1	1NT = 5-9; 2NT=10-12
1♦	12-19	3	Better minor	2/1 = 9+, F1
1♥	12-19	5		1NT = 5-9; 2NT=FG, 4+ support
1♠	12-19	5		2/1 = 9+, F1
1NT	15-17			2♣=Stayman, 2♦/2♥=transfers, 2NT=INV
2♣	20-23		20-21 BAL or 8 playing tricks in any suit	2♦=weak or waiting
2♦	24+		Game forcing except 24-25 BAL	2♥=any 0-7
2♥	6-9 NV	6	Weak	2NT relay: 3♣=bad, bad; 3♦=good suit, bad points; 3♥=bad suit, good points; 3♠=good, good.
2♠	7-11 V			
2NT	22-23		Balanced	3♣=Stayman, 3♦/3♥=transfers
3 bids	7-11	7	Pre-emptive	New suit is F1
4 bids		7	Pre-emptive	

SPECIAL USES OF DOUBLES:
Double of suit is take-out Negative doubles after overall may be minimal values with the right distribution

SLAM CONVENTIONS	Meaning of Responses	Action over interference
Name:		
RKCB	5♣=1/4 key cards, 5♦=0/3, 5♥=2, 5♠=2 w/Q (5NT then asks for kings)	
Gerber	4♦=0 aces, 4♥=1, 4♠=2, 4NT=3 (5♣ then asks for kings)	

Other Conventions:

In competition, UCB is the only strong raise

Fourth Suit Forcing

Wriggle when our 1NT is doubled (redouble=clubs, other are transfers)

DEFENSIVE BIDS				
OVER-CALLS	Meaning	OPPONENTS OPEN	Defensive Methods	
Simple	Natural, wide-ranging, new suit F1	Strong 1♣		
Jump	Intermediate, 6+ suit, 11-15	Weak 1NT	Double=PEN; 2♦/2♥/2♠ natural 2♣=majors, 10+ (2♦ asks better major)	
Cue Bid	(1m) 2m=5♥, 5♠, 10+; (1♥)-2♥=5♠, 5m, 10+; (1♠)-2♠=5♥, 5m, 10+	Strong 1NT		
1NT	Direct 15-17	Protective 11-14	Weak 2	Double=takeout 2NT=15-18 BAL
	Responses As over 1NT		Weak 3	Double=takeout
2NT	Direct 5-5 lowest unbid suits	Protective 19-21	4 bids	Optional double
	Responses		MULTI	

OPENING LEADS	v suit contracts	4th	2nd from bad suit, MUD		
<div style="border: 1px solid black; border-radius: 50%; padding: 5px; display: inline-block;"> Attach Red Spot, or hatch over, if using non-standard leads </div>	<u>A</u> K	<u>A</u> Kx	<u>K</u> Q10	<u>K</u> Qx	<u>K</u> J10
	K <u>1</u> 09	QJ10	<u>Q</u> Jx	J10x	10xx
	<u>1</u> 09x	987x	10xx <u>x</u>	Hxxx	Hxxxx
	Hxx <u>x</u>	Hxx	<u>x</u> x	xxx	xxxx
Other leads:	v NT contracts	4th	2nd from bad suit, MUD		
	<u>A</u> Kx(x)	AJ10x	<u>K</u> Q10	<u>K</u> Qx	<u>K</u> J10
	K <u>1</u> 09	QJ10	<u>Q</u> Jx	J10x	10xx
	10xx <u>x</u>	109x	987x	Hxx	Hxxxx
	Hxx <u>x</u>	Hxx	<u>x</u> x	xxx	xxxx

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

ACTION AFTER OPPONENTS INTERVENE WITH					
Simple Overcall	Double	Takeout through 3♠	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

CARDING METHODS	Describe Primary method. State alternative in brackets.
On Partner's lead	Low card=encouraging
On Declarer's lead	High card=even count
When Discarding	Odd card encouraging
Exceptions to above	

SUPPLEMENTARY DETAILS

(Please cross reference to appropriate part of card)

Abbreviations

F1 Forcing for one round
BAL Balanced
PRE Pre-emptive
INV Invitational



Name: Christine McCreath (SBU 10882)

Partner: Ian McCreath (SBU 15552)

S.B.U. NO.

GENERAL DESCRIPTION OF SYSTEM

Bidding Methods:- Forcing 1♣, 15-17 1NT, 5-card majors, better minor
Weak twos in majors
Benjy Acol 2♣/2♦

Style of leads, signals, discards:- 4th highest leads, 2nd from bad suit
Low=encouraging
Odd=encouraging first discard

1♣ does not promise a strong hand but responder must bid

STRENGTH OF 1NT OPENERS: 15-17

2♣ 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.