

OPENING BIDS	Point Range	Min. Length	CONVENTIONAL MEANING	SPECIAL RESPONSES
1♣	10+	4		1NT=6-11. 2♣ over a major=NAT FG
1♦	10+	4		or a limit raise (2). Jump raise=weak.
1♥	10+	4	Sometimes have longer	2NT/3NT=limit raises+ (2).
1♠	10+	4	minor on weak hands.	Weak and intermediate jumps (3).
1NT	14-16 15-17		1st & 2nd position. 3rd & 4th position.	Puppet Stayman (4). Transfers (5). 3♣/♦/♥/♠=shortage in suit bid.
2♣		0	Strong 1 suiter or 23+	2♦=Relay+Kokish (6). Suit=2 hons.
2♦	3-9	5 or 6	3-13 3 <sup>rd</sup> , 9-13 4 <sup>th</sup>	2 level bids invitational.
2♥	3-9	5 or 6	3-13 3 <sup>rd</sup> , 9-13 4 <sup>th</sup>	2NT enquiry (7).
2♠	3-9	5 or 6	3-13 3 <sup>rd</sup> , 9-13 4 <sup>th</sup>	Transfers at 3 level over 2♥/♠.
2NT	19-21		20-22 in 3rd & 4th posn.	Puppet Stayman (8). Transfers (9).
3 bids		6-7		Change of suit forcing. Jump=CUE.
4 bids		7-8		

### SPECIAL USES OF DOUBLES:

Competitive, including all doubles of a suit after partner has overcalled.  
 Support including support XX (but not after 1NT intervention).  
 Game Try when no space  
 Lightner  
 Responsive  
 One Trick doubles at 6 level when defensive  
 Cooperative after 1X-1NT(2Y), ie penalties unless responder has unusual distribution.

SLAM CONVENTIONS	Meaning of Responses	Action over interference
Name: Roman Key Card	5♣=0 or 3, 5♦=1 or 4, 5♥=2 or 5, 5♠=2 or 5 + Trump Q. Where possible next suit asks for the Queen of trumps - return to trump suit denies otherwise bids show Q plus a king; jump in trump suit shows Q but denies a side king. 5NT after 4NT asks for specific kings. Over interference x=penalties and steps (Pass=0/3, 1st=1/4 etc)	
Gerber over 1NT/2NT. Josephine	6T=0, 6♣=1, 6♦ (if not trumps)=A/K and extra length, 7T=2.	

Other Conventions:

4<sup>th</sup> Suit Forcing (jump in 4th suit=natural). Fit jumps after interference or by passed hand. Ping Pong after 1NT rebid (1). 3♣ checkback after jump 2NT rebid. Forcing pass after (1NT)X(2♣/♦/♥). Transfer Lebensohl after intervention over our 1NT, (1NT)X, 1NT-2♣/♦ or (2♦ multi)X (17).

DEFENSIVE BIDS			
OVER-CALLS	Meaning	OPPONENTS OPEN	Defensive Methods
Simple	6-17. 4 card suit rare (10)	Strong 1♣	X=♥, 1♦=♠, 1♥/1♠/1NT=CRO (12).
Jump	Weak except 3♣=Ghestem	Weak 1NT	Asptro (13)
Cue Bid	Ghestem (11)	Strong 1NT	Asptro + conventional X (13)
1 NT	Direct 15-18 Protective 11-15  Responses System on	Weak 2	X and Lebensohl (15)
		Weak 3	X=T/O
2NT	Direct Ghestem Responses Protective 19-21	4 bids	
		MULTI	X=13-16 or strong(16). X in 4th=t/o

### ACTION AFTER OPPONENTS INTERVENE WITH

Simple Overcall	Double	Negative to 3♠	Bids	F1. Fit jumps.
Jump Overcall	Double	Negative to 3♠	Bids	F1. Fit jumps.
Double	Redouble	New suit	Jump in new suit	Jump raise
	10+	Const N/F	Fit showing	2NT Pre-empt Limit raise +

OPENING LEADS	v suit contracts	4th, 3rd and 5th in bid suits. A/Q for attitude, K for count.				
<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
		<u>K</u> 109	<u>Q</u> J10	<u>Q</u> Jx	<u>J</u> 0x	<u>10</u> xx
	<u>10</u> 9x	<u>9</u> 87x	<u>10</u> xxx	<u>H</u> xxx	<u>H</u> xxx	
	<u>H</u> xx	<u>H</u> xx	<u>x</u> x	<u>x</u> xx	<u>x</u> xx	
Other leads:	v NT contracts	4th, 3rd/5th in bid suits; A/Q for att, K for unblock or count.				
		<u>A</u> Kx(x)	<u>A</u> J10x	<u>K</u> Q10	<u>K</u> Qx	<u>K</u> J10
		<u>K</u> 109	<u>Q</u> J10	<u>Q</u> Jx	<u>J</u> 10x	<u>10</u> xx
		<u>10</u> xxx	<u>10</u> 9x	<u>9</u> 87x	<u>H</u> xx	<u>H</u> xxx
		<u>H</u> xxx	<u>H</u> xx	<u>x</u> x	<u>x</u> xx	<u>x</u> xx

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

### CARDING METHODS

CARDING METHODS	Describe Primary method. State alternative in brackets.
On Partner's lead	Low encourages (sometimes low shows even number).
On Declarer's lead	As above except Smith Peters in NT. Frequent suit preference.
When Discarding	Low encourages (sometimes reverse count).
Exceptions to above	Suit preference in obvious situations.

## SUPPLEMENTARY DETAILS

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

1. Ping Pong. After a rebid of 1NT 2♣ demands 2♦. Now 2 level bids are inv and 2NT is inv with 5 card M. 3 of partner's m is inv and others are forcing showing 5-4 (5-3 if partner's M). Direct bids are pass or correct at 2 level and forcing at 3 level 5-5 (except if partner's suit).

2. 2NT= Limit raise or 16+ with a 4+ card fit, 3NT=12-15 HCP with 4+ card fit and no shortage, double jump=splinter with game values.

Over a major: 2♣=Nat FG or a 3 card limit raise (possibly a poor 4 card limit raise). Over this 2♦=5+ trumps any strength (denies 4♥ after a 1♠ opening), 2M=4 trumps minimum, others=NAT F.

3. A jump response at the 2 level is weak. At the 3 level it is invitational with no fit.

4. Puppet Stayman. 2♣ asks for 5 card M or 6 card m. Now 2♦ denies. Then 2♥ shows 4 spades (may also have 4 hearts - opens 2♠ shows 4 hearts), 2♠ shows 4 hearts, 2NT shows no M inv, 3 minor is natural forcing, 3 major is invitational with a 6 card suit.

5. 2♦=transfer to ♥, 2♥=transfer to ♠, 2♠=transfer to ♣ (1st step=no fit), 2NT=transfer to ♦.

6. After 2♣-2♦: 2♥ is either natural or 22-24 bal. Partner must bid 2♠ except if 0-2 with long m or 0-2 with both m (bids 2NT). Thus 2♣-2♦-2NT is game forcing.

7. 2NT asks for range. Return to trump suit=min, new suit at 3 level=max showing highest side honour, 3NT=4 cards in OM, 4 level bids show a singleton (4♥=singleton in other major).

8. 3♣ asks for 5 card M or 4 card M or 3♠. Now M=5 cards. 3NT shows 2-2 or 2-3 in M. Otherwise 3♦. Now 3♥ shows 4♠ and 3♠ shows 4♥. Now over 3♥, 3♠ shows 4♥.

9. 3♦=transfer to ♥, 3♥=transfer to ♠, 3♠=m suit Stayman. 4♦=pick a M.

10. Change of suit forcing (after this DbL=PEN from both side if opponents make a further bid). Cue bid =good raise (+). Single jump=fit. Double jump=splinter.

11. 2NT=two lowest, Cue bid=2 extremes, 3♣=2 Highest (Exclusion). Shows opening values+.

12. CRO also applies after 1♣-1♦ with X/1NT/2♣ being CRO. Over a CRO bid:- 1NT=constructive enquiry for the longest suit and suit bids are pass/correct. If next hand bids or doubles then X/XX shows a wish to play in own suit instead of the CRO bidder's suits; bids are still pass/correct.

13. 2♣=♥+another, 2♦=♠+another, 2NT=strong 2 suiter. Anchor on longer M with both. X of a strong NT (14-16 or more) or after passing shows 1m or both M. By passed hand 2♣=♣+major, 2♦=2♦+major.

15. 3NT denies a stop; going through 2NT shows a stop.

16. X=13-16 or strong hand. 2NT=16-19. 2M natural (maybe only 4 card suit) now 2NT enquires: 3♣=min 4 card M, 3♦=min 5 card M, 3♥=max 4 card M 3♠=Max 5 card M. Pass then DBL=penalties. DBL then DBL=strong T/O.

17. 2NT asks for best minor. If now 3♣ is bid then 3♦ is to play, other M forcing with a stop, their M=Stayman with a stop. 3NT to play. Direct 3♣=to play. Other bids transfer (normally no stop or at least invitational if showing a higher suit). Transfer into their suit=Stayman without a stop. 3NT denies a stop.



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## GENERAL DESCRIPTION OF SYSTEM

Bidding Methods: - Natural with weak 2s. Fairly aggressive openings.

Style of leads, signals, discards: - Ace for Attitude, King for count, 4th best.  
Reverse attitude and count.  
Frequent suit preference in trumps.

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## ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE

1. Weak 2s in ♦, ♥ and ♠.
  2. Ghestem 2 suited overcalls (cue=extremes, 3♣=highest 2).
  3. Weak jump responses at the 2 level.
  4. Invitational jump responses at the 3 level.
  5. 2 over 1 FG except that 1M-2♣=NAT FG or a limit raise.
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STRENGTH OF 1NT OPENERS: 14-16 1<sup>st</sup>/2<sup>nd</sup>, 15-17 3<sup>rd</sup>/4<sup>th</sup>

2♣ RESPONSE TO 1NT OPENER IS: Puppet Stayman (4)

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

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