### 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**

**Lightener**

**Responsive**

**One Trick doubles at 6 level when defensive.**

**Cooperative after 1X-1NT(2Y), ie penalties unless responder has unusual distribution.**

### SLAM CONVENTIONS

<table>
<thead>
<tr>
<th>Name</th>
<th>Meaning of Responses</th>
<th>Action over interference</th>
</tr>
</thead>
<tbody>
<tr>
<td>Roman Key Card</td>
<td>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)</td>
<td>Gerber over 1NT/2NT. Josephine 6T=0, 6♠=1, 6♦ (if not trumps)=A/K and extra length, 7T=2.</td>
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<tr>
<td>Other Conventions:</td>
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<td></td>
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</tbody>
</table>

### OPENING LEADS

<table>
<thead>
<tr>
<th>Carding methods</th>
<th>4th, 3rd/5th in bid suits. A/Q for attitude, K for count.</th>
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</thead>
<tbody>
<tr>
<td>Attach Red Spot, or hatch over, if using non-standard leads.</td>
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<tr>
<td>AK, KQ10, KQx, JQx, Hxx, Hx, Jx, x, xx, xxx</td>
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<tr>
<td>Other leads:</td>
<td></td>
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<tr>
<td>(In all the card combinations shown , circle the card normally lead if different from standard i.e. underline card)</td>
<td></td>
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</tbody>
</table>

### 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.
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♣ is 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 - openers 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.


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♦=♦+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.

**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.

**STRENGTH OF 1NT OPENERS:** 14-16 1st/2nd, 15-17 3rd/4th

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

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

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02-Nov-2006