

SUPPLEMENTARY DETAILS	
(Please cross-reference to appropriate part of card)	
<b>1</b>	1NT Responses After 1NT - 2C (initially Stayman) then 3C asks about minors: 3D=1x4card minor,3H asks:-3S=4xC,3NT=4xD:3H=5xC & 3S=5xD 3N=both or 0
<b>2</b>	2C-2H/2S/3C/3D Positive with 5+ suit with 2 of 3 top honours 2C-3H/S Positive with 5D and 4 in bid major 2C-2D all other hands with Kokish responses 2C-2D-2H natural or relay to strong balanced =2S relay / 2N=5/5minors,0-2pts 3C/D=6xminor,0-2pts / 3H/S= 5+D & 4xM weak 2C-2D-2H-2S-2NT 23-24 Balanced 2C-2D-2NT Game forcing 25-26 2C-2D-3NT 27+
<b>3</b>	2NT opener - responses are Puppet Stayman 3C :- 3D=4 card major(s);3H = 5H;3S = 5S;3NT = no major: 3C then 4C is minor suit enquiry 3D/3H:- Transfer to H/S 4C/4D slam interest - 4N response - no interest 3S:- 5xS & 4xH 3NT:- to play
<b>4</b>	2D/H/S 3/9pts non vun. or 6/10pts vun.weak 6xcard suit Responses 2NT=forcing enquiry;direct 2H,2S,3C=good hand / good suit Response to 2N=other suit shows feature & top 3NT=top & 6/4 in majors
<b>5</b>	Multi Landy 2C = majors, 2D = a major, 2M = major and minor. 2nd & 4th position 2NT response is forcing.
<b>6</b>	HaSDiC strong 1C;- * = clubs & hearts; 1D = diamonds & spades 1NT=MjorMi 1H = hearts & diamonds 1S = spades & clubs
<b>7</b>	2N raise of major Shows 4 x card support and values to level of 3 or more partner shows min by direct raise to 3. If better - bids 3C or control shows good opening -raise to 3N shows good hand poor suit - Note - 2NT used over a * or overcall by opps
<b>8</b>	Pass hand bidding Double of 1NT in pass out position (after pass)shows major / minor
<b>9</b>	2xsuited Over 2 x suited interference;- lower cue = good raise; upper cue interference is forcing in 4th suit; natural bid of 4th = non forcing

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<b>PARTNER</b>	<b>John Sansom 63310</b>
<b>Bidding methods;</b>	<b>ACOL, weak NT and 3 weak 2's</b>
<b>Style of leads;</b>	<b>Vrs Suit - 3rd &amp; 5th highest, 2nd from poor suits</b>
	<b>Vrs NT - 4th</b>
<b>Discards;</b>	Odd/Even McKenny (McKenny when obvious)
<b>Signals;</b>	Low = Like
<b>ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE</b>	
Leads of A or Q asks for reverse attitude	
Lead of K asks for count	
Multi Landy defence to 1NT	
2D/2H/2S - Weak 6 card suit, 3-9 NV, 6-10 V	
Michaels 2 suited overcalls	
HSDC 2 suited overcalls over strong or phoney club	
2C opener is strong gameforce or 7.5 to 8 pl. trks in a suit	
1NT response is wide range 5-11 pts	
2 over 1=g force except 2C can be 3xcard raise in mj 8-11pts	
Poor mans RKCB= 4C(D) over Ps pre-empt Step 1=0,2=1,3=1+Q,4=2, etc.	
4NT over pre-empt asks for specific aces	
4NT after cue bids asks for K or Q in suit 5C=No, 5D=Yes	
<b>STRENGTH OF 1NT OPENERS</b>	(11)*12 - 14 13 - 14 vul. @ teams
NB * only a good 11 non-vulnerable with extras 9's & 10's	
2C response to 1NT opener is Staymen (Not promissory)	
<b>Version dated 6th Nov 2020</b>	

Opening Bids	Point Range	Min Length	Meaning	Special Response
1 ♣	9+	4+	)	)2NT=raise to 3 or more.
1 ♦	9+	4+	) Super fit cue bids	)with 4+ card support(7)
1 ♥	9+	4+	) Jump shift minor=suit solid	) 3NT = Baron 16+ flat
1 ♠	9+	4+	) Jump to 2H/S=<8pts & 6+	
1 NT	11/14	2	Stayman+full transfers;2C then 3C minor suit enquiry note 1	
2 ♣	Game Force		or 7.5 to 8.5 PT	See note 2 over
2 ♦	3 to 9	6 to10V	6xD	see note 4
2 ♥	3 to 9	6 to10V	6xH	see note 4
2 ♠	3 to 9	6 to10V	6xS	see note 4
2 NT	20/22			Puppet Stayman see note 3 over
3 & 4 bids	Weak	6+/7+		
3 NT	Weak		solid minor with max o/s king	

### DEFENSIVE BIDS

OVER CALLS	Meaning	Opponents Open	Defensive Methods
Simple	Good 4 card suit at least	Strong 1C	HaSDiC,1NT=2xmajor/minor.See note 6
Jump	ATV, single suit	Weak 1NT	) Multi Landy see note 5 over
Cue Bid	Michaels	Strong 1NT	) Multi Landy see note 5 over
1NT	Direct Protective 15 - 18 (NPSOS) 11 - 14	Weak 2's	Double take out with Lebensohl 2NT 16-18
	Responses: As 1NT opening	Weak 3's	* is T/O
2NT	Direct Protective 2xsuits minors	4 bids	4S* is pen & * of 4H & minors is t/o 4NT = t/o at least 2 suits.
	Responses Natural	Multi	Dixon style. * T/o with Lebensohl - weak first strong later; 2NT = 16-19

### ACTION AFTER OPPONENTS INTERVENE WITH

Simple overcall	Double	Neg up to 3S	Bids	nat,F ; fit jumps
Jump overcall	Double	Neg up to 3S	Bids	nat,F
Double	Re-double 8+ Pen seeking	New Suit Nat, F	Jump in New Suit fit jump or self supporting	Jump Raise Preempt
				2NT Good raise

### SPECIAL USES OF DOUBLES:

Lightner & Lead Directing  
Competitive  
Game Try  
\*\* of sputnick dble promises Ax or Kx

### SLAM CONVENTIONS

Name	Meaning of response
RKCB	03\14\2wo\2w - over 5C/5D next suit ask for Q (except = suit)
Poor mans RKCB**	5NT asks specific K-if 2xKs bid lowest K that you have not have
Action over interference	Double 0 Pass 1 Next bid 2 (of 5 aces) or Redouble 0 etc.

### Other Conventions

1NT rebid 12-17; Crowhurst  
Unassuming cue bids FSF Long suit trial bids  
Defence to 1NT\* \*\* single suited suit = lowest of 2 suits  
Lebensohl (2NT then strong action = stop in anchor suit)

### OPENING

	v suit contracts	3rd/5th,2nd from 4 small,MUD from 3 small			
LEADS	A K x x	A K x	K Q 10	K Q x	K J 10
A&Q ask	K 10 9	Q J 10	Q J x	J 10 x	10 x x
for rev att	10 9 x	9 8 7 x	10 x x x	H x x x x	H x x x x
K ask for	H x x x	H x x	x x	x x x	x x x x
count	v NT contracts 4th,2nd from 4 small,TON				
	A K x x	A J 10 x	K Q 10	K Q x	K J 10
	K 10 9	Q J 10	Q J x	J 10 x	10 x x
	10 x x x	10 9 x	9 8 7 x	H x x	H x x x x
	H x x x x	H x x x	x x	x x x	x x x x

### CARDING METHODS

	Describe primary method - state alternative in brackets
On partner's lead	Low = Like(McK) Reverse attitude on Ace or Queen+special*
On declarer's lead	Low = Like (McK)
When discarding	Odd / Even Italian Style (McK)
Exceptions to above	McKenney where obvious or to confuse.