

<b>DEFENSIVE AND COMPETITIVE BIDDING</b>
<b>OVERCALLS</b>
Wide Range 1 Level : 2 Level Sound if Vul. <u>Responses</u> : New Suit Forcing : Raises Weak: 1Nt 7/11 HCP Prot. : Cue Bid forcing 1 round 1Nt OVERCALL 15/17pts --4 <sup>th</sup> 11/14pts 2Nt O/Call 2 Suiter unspecified (norm lower 2) JUMP OVERCALLS: Disruptive, usually weak
<b>DIRECT &amp; JUMP CUE BIDS</b>
Michaels Cue Bid: 5 Card anchor suit Jump Cue Bid: asks for stopper for Nt. <i>Also GF</i> U.C.B. either relay or forcing
<b>DEFENSE AGAINST ANY Nt. OPENING</b>
Mod Landy 2♣ Majors 2♦ single suited
<b>DEFENSE TO STRONG ♣ or Pre ♦ Rebid</b>
X = Majors or any strong hand : 1 of a suit nat. 1Nt minors
<b>DEFENCE TO WEAK 2♥ 2♠</b>
T/O "X" Natural 13+ Lebensohl responses 2Nt 16/18 : System on 2♥(♠) - (2♠)/3♣/♦/♥ Opening Bid 5+ cards (3♠) 6 card suit N/F invitational Change of suit forcing
<b>DEFENCE TO WEAK 3'S</b>
Opt x's
<b>DEFENCE TO MULTI 2♦</b>
"X" 13/16 Balanced or 16 + Unbalanced 2Nt 17/20 Balanced : 3Nt 21/24 Balanced Suit Bid - 5 at two level 6 at 3 level less than 16
<b>OVER OPPONENTS TAKEOUT DOUBLE</b>
"XX" Shows 9 + HCP usually some Support New Suit forcing with partial fit : jump raise weak
<b>DEFENSE Vs PRE-EMPTS ( Doubles:Cue Bids)</b>
T/O "X" Optional Cue bids = Pick a suit Forcing

<b>LEADS AND SIGNALS</b>
<b>OPENING LEADS STYLE</b>
Ace for Reverse Attitude King for Standard Count Queen for Reverse Attitude Leads Attitude Strong 10 can be used against Nt M.U.D. if nothing better to lead Honour card would suggest one below Middle card shows no interest
<b>SIGNALS IN ORDER OF PRIORITY</b>
<u>ON PARTNER'S LEAD</u> Ace or Queen - Reverse Attitude King - Standard Count Suit preference is the preferred play All other carding is Standard McKinney style carding where possible Low shows odd high shows even
<b>DISCARDS McKinney</b>
McKinney to Nt Odds and Evens to Suits

<b>CONVENTION CARD</b>
<b>GENERAL APPROACH &amp; STYLE</b>
<b>SCOTTISH BRIDGE UNION</b> PLAYERS: Ian Burn Sam Malkani
<b>BRIEF SYSTEM SUMMARY</b>
5 Card ♥ ♠ Suits <b>1Nt 15 - 17</b> Short Club 2♣: GF or balanced 23/24 2♦: Weak 6/10pts 2♥: Weak 6/10pts 2♠: Weak 6/10pts 2Nt : Nat bal 21/22pts 3 Openers pre-emps rule 2/3 on vul 4 Bids to Play
<b>SPECIAL BIDS : MAY REQUIRE DEFENCE</b>
Four way transfers minors break with 3 to H Stayman over 1Nt Puppet Stayman over 2Nt Gambling 3Nt - Solid Minor Queen outside Weak jump shift responses 3/8 HCP six cards Over a major opening Bergen Raises Over a X or overcall 3M = 0/6pts Pre-emptive 3♦ = 7/8pts : 3♣ = 9/10pts 2Nt : 12+ with a 4 card fit 3Nt 12/15 Balanced 3 Card Fit
<b>DOUBLES &amp; REDOUBLES</b>
Special, Artificial & Competitive X : XX Over "X" jump bid is pre-emptive Competitive Doubles to 3♠ Responsive Doubles to 3♠ Over Preempts " X " shows values

Bid	Art.	Lth.	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION BY OPENER	PASSED HAND BIDDING
1♣	N	2	10 - 19 H.C.P. or Rule of 19 Does not deny a 5 Card Major if longer ♣/♦	1♦♥♠ Natural with 4+ cards and 5+ HCP 2 Nt 10/11 (does not deny a Major in a passed hand) 2 Bids are weak 1Nt 5/9 HCP with 4♣ denies a major	1♥/♠ Suggests 5/4 or would open/rebid 1 Nt 1Nt 11/14 : 2Nt 18 Bal. 3Nt 19 Bal 2♦♥♠ 15+ : over a 1 level response 2minor shows 6 card suit minimum	As per response
1♦	N	3				
1♦	N	4	10 - 19 H.C.P. as above	as above	Natural	Natural
1♥	N	5	10 - 19 HCP. May contain 5♣ or 5♦ in a weak hand. 2 over 1 forcing to 2Nt	2♥ 5/9 : 1♠ Natural 5 + points - 1Nt Natural 5/9 2♣ may be GF or 10/11 HCP with a 3/4 card Fit Bergen Raises	Rebid of 1Nt 11/14 : 2Nt 18 Bal. 3Nt 19 Bal 2♣/♦ up to 15 : 3level bids 16+ unsuitable for Nt 2♥ would show 6+	1♠ natural : 2♥ 5/9 with 3♥ 1 Nt 5/9 HCP 2♣ / 2♦ suggests 10/11points
1♠	N	5	10 - 19 HCP. May contain 5♣ or 5♦ in a weak hand. 2 over 1 Forcing to 2Nt	2♠ 5/9 : 2♥ Natural Good 10 HCP - 1Nt Natural 5/9 2♣ may be GF or 11HCP with a 3/4 card Fit Bergen Raises 3♥/4♣/4♦ are all Splinters : Bid 3Nt must go via 2♣	1Nt 11/14 : 2Nt 18 Bal. 3Nt 19 Bal 2♣/♦ up to 15 : 3 level bids 16+ unsuitable for Nt 2♠ would show 6	2♥ Nat. 9/10 HCP : 2♠ 5/9 with 3♠ 1 Nt 5/10 points 2♣ / 2♦ suggests 10/11points
1Nt	N	2	Nt 15/17	Non Prom Stayman : 4 way transfers	Only way to reach 2Nt - <i>Transfers can be broken</i>	As per responses
2♣	Y	0	ACOL 2♣ GF or Bal 23/24	2♦ Negative : 2Nt Rely any other bid is forcing	2Nt Bal 23/24 : 3Nt Bal 25+	Over 2Nt System on Puppet staman
2♦	N	6	weak 6c suit 6/10pts	pass negative 2Nt Relay asking partner to describe hand	shows feature if poss or rebid suit if min	
2♥	N	6	weak 6c suit 6/10pts	pass Negative 2Nt Relay asking partner to describe hand	shows feature if poss or rebid suit if min	
2♠	N	6	weak 6c suit 6/10pts	pass negative 2Nt Relay asking partner to describe hand	shows feature if poss or rebid suit if min	
2Nt	N	0	21/22 pts bal	3♣ Puppet St/ Red suit xfrs//3S minor slam enquiry	Baron 4cards suits upwards/comp xfrs over 3s -3nt no interest in Mn slam	
3♣	N	7	These	4♣/5♣ Preemptive : 3Nt to Play : bid forcing to 4♣	Pass - Pass : or bid game if Major with 3 or 2 Hon.	Pass or raise the Pre empt
3♦	N	7	Bids	4♦/5♦ Preemptive : 3Nt to Play : bid forcing to 4♦	Pass - Pass : or bid game if Major with 3 or 2 Hon.	"
3♥	N	7	are all	4♥ to Play 3Nt to Play Any other bid forcing to 4♥	Pass - Pass - 4♥ or 4♠ if as Above	"
3♠	N	7	Pre - emptive	4♠ to Play : 3Nt to Play : 4Nt to any above bid is RKCB	Pass - Pass. Responses to RKCB as below	"
4♣	N	7+	These	5♣ To Play - Any other bid forcing to (5♣) - 4Nt RKCB	<b>HIGH LEVEL BIDDING AND CONVENTIONS</b> RKCB (0314) 5♣ = 1/4 : 5♦ = 0/3 : 5♥ = 2/5(no Queen) : 5♠ = 2/5 (with Queen) After RKCB. 5Nt. Asks for kings outside RKCB enquiry - responses 0. 1. 2. 3. Gerber(4♣) over Nt. 4♦ = 0/4, 4♥ = 1, 4♠ = 2, 4Nt = 3 : 5♣ Asks for kings 0, 1, 2, 3 Cue - Bids usually first round 4Nt Quantitive : 5Nt GSF Over interference bids are Podi, Pass = 0, Dbl =1 etc. - Pori, Pass = 0, Re-dble = 1 etc. Checkback over Nt rebids - UCB - 4th Suit forcing - Long Suit Trial bids - Michaels - 2Nt unspecified 2 suits points unlimited 4Nt over 4♥/4♠ shows minors " X" Should show other Major or suggest Penalties Leaping Micheals over weak Twos : Lebenshol over weak 2 Bids "X" by Partner	
4♦	N	7+	Bids	5♦ To Play - Any other bid forcing to (5♦) - 4Nt RKCB		
4♥	N	7+	are all	4Nt RKCB Any other bid is a Cue (1st Round)		
4♠	N	7+	to Play	4Nt RKCB Any other bid is a Cue (1st Round)		
5 Level Bids			Normally to Play	No Partnership Agreement		
Anything ambigious is forcing						