

OPENING BIDS	Point Range	Min. Length	CONVENTIONAL MEANING	SPECIAL RESPONSES
1♣	10-20	4	Limit raises. 2NT response NAT, 10-12.	
1♦	10-20	4	As to 1♣	
1♥	10-20	4	As to 1♣	
1♠	10-20	4	As to 1♣	
1NT	12-14		Stayman, transfers to Majors	
2♣	23+		2♦ relay: 2NT= 10+ balanced: new suit = good 5 card suit	
2♦	18+	6	Natural, strong, F1. 2NT response = negative.	
2♥/♠	18+	5	Nat strong 1 or 2 suited: raise is F1, 2NT response = neg	
2NT	20-22		Stayman, transfers to Majors	
3 bids	→10	6	Pre-emptive. New suit is F1	
4 bids		7	Strong pre-empt with long solid suit and little outside.	

### SPECIAL USES OF DOUBLES:

Doubles are takeout except in these penalty situations

- Dbl of 1NT (2<sup>nd</sup> dbl by either partner = takeout)
- Dbl of 1NT overcall and all later dbles
- After a penalty redbl later dbles are PEN
- Dbl when partner has opened a preempt
- 3<sup>rd</sup> dbl by the partnership

SLAM CONVENTIONS	Meaning of Responses	Action over interference
Name: Blackwood		DOPI, ROPI
Gerber	Only after an opening 1NT or 2NT	

### Other Conventions:

In competition UCB is the only strong raise  
Fourth Suit Forcing to game except at 1= level

DEFENSIVE BIDS			
OVER-CALLS	Meaning	OPPONENTS OPEN	Defensive Methods
Simple	Natural, wide-ranging	Strong 1♣	
Jump	Weak	Weak 1NT	2♣= Majors
Cue Bid	Michaels	(Strong 1NT)	n/a
1 NT	Direct 15-18 Protective 11-14 Responses As to 1NT opener	Weak 2	
		Weak 3	Takeout Double
2NT	Direct UNT Protective 19-21 Responses	4 bids	Optional Dbl
		MULTI	

### ACTION AFTER OPPONENTS INTERVENE WITH

Simple Overcall	Double	Neg thru 4♦	Bids	New suit Nat F1
Jump Overcall	Double	Neg thru 4♦	Bids	Raises PRE
Double	Redouble	New suit	Jump in new suit	Jump raise 2NT
	10+ misfit	F1	Fit	PRE Sound raise

OPENING LEADS	v suit contracts	4th,	.....		
<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>AK</u>	<u>AKx</u>	<u>KQ10</u>	<u>KQx</u>	<u>KJ10</u>
	<u>K109</u>	<u>QJ10</u>	<u>QJx</u>	<u>J10x</u>	<u>10xx</u>
	<u>109x</u>	<u>987x</u>	<u>10xxx</u>	<u>Hxxx</u>	<u>Hxxx</u>
	<u>Hxxx</u>	<u>Hxx</u>	<u>xx</u>	<u>xxx</u>	<u>xxx</u>
Other leads:	v NT contracts	4th,	.....		
	<u>AKx(x)</u>	<u>AJ10x</u>	<u>KQ10</u>	<u>KQx</u>	<u>KJ10</u>
	<u>K109</u>	<u>QJ10</u>	<u>QJx</u>	<u>J10x</u>	<u>10xx</u>
	<u>10xxx</u>	<u>109x</u>	<u>987x</u>	<u>Hxx</u>	<u>Hxxx</u>
	<u>Hxxx</u>	<u>Hxxx</u>	<u>xx</u>	<u>xxx</u>	<u>x</u>
					<u>xxx</u>

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

CARDING METHODS	Describe Primary method. State alternative in brackets.
On Partner's lead	High card = Encouraging; High card = even
On Declarer's lead	Hi = even number of cards; low = odd number of cards
When Discarding	Low card = discouraging in the suit played
Exceptions to above	

## SUPPLEMENTARY DETAILS

(Please cross reference to appropriate part of card)



Name: **Simple System**

Partner: (for Shenkin/Fairlie Individuals)

S.B.U. NO. ....

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### GENERAL DESCRIPTION OF SYSTEM

Bidding Methods:- Acol-based natural system, 4-card majors

Style of leads, signals, discards:- 4<sup>th</sup> highest leads  
Hi-lo = encouraging or even number

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### ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE

Because this convention card is also your opponents' convention card it may be freely consulted during the auction and play.

Partnerships may not have any specific understandings outwith the System card.

However, players may experiment with bids that they feel their partner may understand without specific agreement

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STRENGTH OF 1NT OPENERS: 12-14

2♣ RESPONSE TO 1NT OPENER IS: Stayman

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