

DEFENSE AND COMPETITIVE BIDDING

Overall: 8 to 15 HCP (4 card suit rarely used)
Responses: Natural

Takeout Double: 8+ HCP Responses: Natural
Negative Double: Up to and including 4♦

Jump Overcalls: Variable
(Intermediate if Vulnerable/Weak if not Vulnerable)

Direct Cue Bids: Michaels
Unassuming Cue Bids: Asking how good is over call is

1NT Overall: 15-18 HCP
Responses: Stayman/transfers/rangefinder or transfer to a minor

Defence to 1NT: X = 15+, CRASH

Defence to: weak 2's Suit = natural good 5+ First round X = 16+ HCP Second round X = 11-15 HCP	Pre-empts X = Takeout Suit = natural (probably a 6 card suit)
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Defence to artificial strong openings: CRASH

Opening leads: *Underline v suit contracts/ **highlighted** v NT (if different)*

xx xxx xxxx xxxxx AK AKx 10xx Jxx Qxx KQx QJx
(see front)
J10x 109x Qxxx K10xx Jxxx Q109x K1098 J109x
1098x KJ10x J10xx AKJx AQJx KQJx KQ109x AKJ10x
(see front) (see front)
AJ109x Kxxxx Kxxxxx

06.03.06

Sketti Press

see inside pages

SYSTEM CARD



Julie Sheridan & Karen Martelletti



Strong Opening: 2♣ (forcing bid, probably 23+ HCP)

Opening 1NT: 12-14 HCP (Vul & Non- Vul)

SPECIAL CALLS THAT MAY REQUIRE DEFENCES

2♦	Multi 2♦
2♥	Tartan 2 (3 way)
2♠	Tartan 2 (3 way)

Leads v Suit and NT: Attitude, 2nds, top of honour sequence

Low from a doubleton

SIGNALS - **on leads:** Odds & Evens with suit preference if possible
(King lead = Rev Count signal)
- **on discards:** Odds & Evens with suit preference if possible

Opening		Meaning	Response	Neg X	Subsequent auction
1 ♣ ♦ ♥ ♠	√	4+ natural, minimum 7 loser hand (can be as light as 11 HCP for a minor and 9 HCP for a major)	2 partner's suit = 6-9 HCP 9+ losers 2 of new suit = 10+ HCP 3 partner's suit = 8 losers, 6-9 HCP Trap Pass over an intervening X	Negative up to and including 4♦	1NT = 15-16 HCP Checkback stayman 2NT = 17-18 HCP Checkback stayman natural
1NT		12-14 HCP	2♣ = Stayman (may not hold a major) 2♦/♥ = transfers 2♠ = rangefinder or transfer to a minor 2NT = 12 HCP (no major)		2♥ by responder after a stayman = weak and both majors or that major and longer minor Over a Rangefinder: 2NT minimum/3♣ maximum
2♣		Game Force 16+ HCP 4 or less losers	2♦ = relay (any point count)		Suits are natural and 5 cards Over 2NT by opener, baron and transfers
2♦		Multi 2 Strong Minor Weak Major 20-22 HCP no 5 card major	2H relay 2♠ = game interest in ♥ 2NT= forcing 14+ HCP		2NT = 20-22 pts balanced 3♣ = Baron, 3♦/3♥ = transfers Over responder's 2NT: 3♣ = max in ♥ or strong ♣ (3♦ relay = which is it) 3♦ = max in ♠ or strong ♦ (3♥ relay = which is it)
2♥		Tartan 2 5♥/5 another 6-10 HCP 8 PT in ♥ or 20-22 HCP & 5 ♥	2♠ = weak, prefer ♠ or what is other suit 2NT= forcing for one round		Another suit = 5/5 weak 3 = 8PT in ♥ 3NT = 20-22 and 5 ♥
2♠		Tartan 2 5♠/5 minor 6-10 HCP 8 PT in ♠ or 20-22 HCP & 5 ♠	2NT = relay		Another suit = 5/5 weak 3 = 8PT in ♠ 3NT = 20-22 and 5 ♠
2NT	√	5/5 in the minors 6-10			
3 ♣ ♦ ♥ ♠	√	Pre-empt	minors maybe 6 card suits		
3NT		Gambling (no outside A or K)	4 ♣ = pass or correct		
4 ♣ ♦	√	8 card suit 6-10 pts			

√ = Natural

Slam Conventions		
4♣/4NT for Aces	Responses: 0 or 3, 1 or 4, CRO	Over 4♣, 5♦ = 2 odd Aces and 1 King etc
5♣ for Kings	Responses: 0 or 3, 1 or 4, CRO	

Trap Pass

0 - 4 HCP – Pass
5 - 9 HCP – bid a suit (even if at the 2 level)
10 - 12 HCP – Pass
13+ HCP – X

Defence	
Our 1NTX	Responder: XX = 5 card suit weak, 2♣ = Stayman (weak hand) Pass (forcing) either weak and no 5 card suit or strong enough to stand X.
v strong 1♣	CRASH
v 1NT	CRASH
Overall of our 1NT	X = penalty 2NT = takeout

Other	
Michaels Cue	CRO
Weak jump	responses to opener = 6 card suit, less than 6 pts
4 th Suit Force	√
Jump o/calls	Variable

Julie (19422) & Karen (26136) 18.03.06