

| OTHER OPENING BIDS   |       |  |                            |                            |                                     |       |
|--|-------|--|----------------------------|----------------------------|-------------------------------------|-------|
|  | HCP   | Note   | Len                        | MEANING                    | RESPONSES                           | Notes |
| 1 ♣  | 10-15 | X  | 0                          | 12-15 bal or 10-15 no 5CM. | Range or strong/weak transfer       |       |
| 1 ♦  | 16+   | X  | 0                          | 16-22ish any               | Range or strong/weak transfer       |       |
| 1 ♥  | 10-15 | X  | 0                          | 4+ Spades                  | 1S[4], 1N[5], 3M/4m[6] 2N[1], 3m[2] |       |
| 1 ♠  | 10-15 | X  | 0                          | 5+ Hearts, <4 Spades       | 1N[5], 3M/4m[6] 2N[1], 3m[2]        |       |
| 3 bids   | 5-10* | X  | 7+                         | Transfer; Preempt or GF    | 3S = Gambling 3N = Minor            |       |
| 4 bids   |       | X  | 8+                         | 4C/D = Namyats             | 4H/S = Natural                      |       |
| DEFENSIVE METHODS AFTER OPPONENTS OPEN   |       |  |                            |                            |                                     |       |
| OPPONENTS OPEN A NATURAL ONE OF A SUIT   |       | CONVENTIONAL MEANING   | SPECIAL RESPONSES          | Notes                      |                                     |       |
| Simple overcall  |       | Natural  | cue [11], 2N [12]          |                            |                                     |       |
| Jump overcall  |       | Weak (intermediate in protective)                              |                            |                            |                                     |       |
| Cue bid  |       | 5+/5+ in majors or other major/any minor. Weak or Strong       |                            |                            |                                     |       |
| Direct 1NT   |       | 16-18HCP Balanced  | 2C[8a] 2D/H Xfers 2S[9]    |                            |                                     |       |
| Protective 1NT   |       | 11-14HCP Balanced  | 2C[8a] 2D/H Xfers 2S[9]    |                            |                                     |       |
| Direct 2NT   |       | 5+/5+ in minors or other minor/any major. Weak or Strong       |                            |                            |                                     |       |
| Protective 2NT   |       | 15-18HCP Balanced  | 3C=Staymanic[8] 3D/H Xfers |                            |                                     |       |
| OPPONENTS OPEN WITH  |       | DEFENSIVE METHODS  | SPECIAL RESPONSES          | Notes                      |                                     |       |
| Strong 1C  |       | As 2 openings, but at the 1 level, weak                        |                            |                            |                                     | 18    |
| Short 1C/1D  |       | (less than 2): As 2 openings, but at the 1 level, constructive |                            |                            |                                     | 18    |
| Weak 1NT   |       | As 2 openings, constructive. X = penalties or 7 tricks         |                            |                            |                                     | 18    |
| Strong 1NT   |       | As 2 openings, constructive. X = penalties or 7 tricks         |                            |                            |                                     | 18    |
| Weak 2   |       | X = TO   | Lebensohl [13]             |                            |                                     |       |
| Weak 3   |       | X = TO   |                            |                            |                                     |       |
| 4 bids   |       | X = TO, 4N = TO over 4S  |                            |                            |                                     |       |
| Multi 2D   |       | Dixon  |                            |                            |                                     | 15    |
| SLAM CONVENTIONS   |       |  |                            |                            |                                     |       |
| 4N=1430 RKCB, 5N=KYHOKYD, 4N=A YHOAYD, ROPI/DOPI, 5x=Voidwood<br>4C/D=General Swiss [19], 4C=RKQG [22], 4N=Viscount [23], 5M=Trump-quality ask |       |  |                            |                            |                                     |       |

| COMPETITIVE AUCTIONS  |           |          |                  |           |           |
|---|-----------|----------|------------------|-----------|-----------|
| Agreements after opening of one of a suit and overcall by opponents   |           |          |                  |           |           |
| Level to which negative doubles apply   |           |          | Below 4S         |           |           |
| Special meaning of bids   |           |          | cue = good raise |           |           |
| Exceptions / other agreements   |           |          |                  |           |           |
| Agreements after opponents double for takeout   |           |          |                  |           |           |
| Redouble  | values    | New suit | system on        | Jump suit | system on |
| Jump raise  | system on | 2N       | system on        | Other     | system on |
| Other agreements concerning doubles and redoubles   |           |          |                  |           |           |
| Forcing pass escape from doubles of natural 1NT bids<br>Double of freely bid slams is Lightener<br>After natural bids of NT double is penalties. After a GF, passes are forcing<br>After (1NT)-X, double is penalties and the first round of passes are forcing.  |           |          |                  |           |           |
| OTHER CONVENTIONS   |           |          |                  |           |           |
| 4N opening = Ace you have or Ace you don't<br>3N opening = Either minor preempt or GF clubs<br>Cue bids. First round cue may be a non-cue with specific trump honour.<br>Rebids after 1D are as 2 openings<br>1x-3x overcall = gambling, solid suit, no stop<br>1x-3N overcall = gambling, soolid suit, with a stop<br>After suit agreement 4C/4D are General Swiss [19]  |           |          |                  |           |           |
| SUPPLEMENTARY DETAILS   |           |          |                  |           |           |
| 1. 2N after 1 major is a good raise, responses long suit trials<br>2. Jump fit: single jump after 1 major shows a good raise and a second suit<br>4. 1S after 1H enquires about a heart suit<br>5. 1N after 1H/S shows 0-8 HCP, no fit or a 1-round force with no better bid<br>6. Splinter: double jump after 1 major is GF with a fit and a singleton or void in the suit bid<br>7. Rebids: 3C/D = 8-12HCP, 3H/S=12-15HCP, 3C/3H=better hearts, 3D/3S=better spades<br>8. (Advanced) Puppet Stayman after 2N rebid: C requests 5 card majors, replies: D=no 5cM, 4H and/or 3/4S; H/S = 5 cards; NT=No 4/5cM.<br>After D, H=not 4H, S = not 4S, NT=4/4 H/S<br>8a. 5-card Puppet Keri after natural 1N (re)bid: 2C asks for 5cM; could be weak takeout with a minor. After 2D, 2H/2S show other major<br>9. After 1N opening/rebid: 2D/H=Xfer to H/S, 2S=Range/Xfer C, 2N=Xfer D<br>10. After 2N, 3S=minor-suit stayman<br>11. After single overcall, cue of the opponent's suit is a good raise<br>13. Lebensohl after a simple overcall of 1NT or after 2x-X: double for penalties, 2N forces a rebid of clubs, 2-level suits are a signoff and 3-level suits are game forcing. Cue bid for Stayman |           |          |                  |           |           |

## OPENING LEADS

For all the card combinations shown, clearly mark the card normally led if different from the underlined card.

Hatch over this box if using non-standard leads.

|          |               |              |             |             |             |              |             |
|----------|---------------|--------------|-------------|-------------|-------------|--------------|-------------|
| vs Suits | <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>JTx</u>   | <u>10xx</u> | <u>109x</u> | <u>987x</u> | <u>10xxx</u> | <u>Hxx</u>  |
|          | <u>Hxxx</u>   | <u>Hxxx</u>  | <u>Hxxx</u> | <u>xx</u>   | <u>xxx</u>  | <u>xxx</u>   |             |
| vs NT    | <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>JTx</u>   | <u>10xx</u> | <u>109x</u> | <u>987x</u> | <u>10xxx</u> | <u>Hxx</u>  |
|          | <u>Hxxx</u>   | <u>Hxxx</u>  | <u>Hxxx</u> | <u>xx</u>   | <u>xxx</u>  | <u>xxx</u>   |             |

Other agreements in leading, e.g. high level contracts, partnership suits:-

Even card leads asks for reverse attitude. Odd card leads ask for Prism.  
Top of rubbish against NT

## CARDING METHODS

|                    |                                 |                               |
|--------------------|---------------------------------|-------------------------------|
|                    | Primary method v suit contracts | Primary method v NT contracts |
| On Partner's Lead  | Reverse Attitude or Prism       | Reverse Attitude or Prism     |
| On Declarer's Lead | Prism                           | Prism                         |

Other carding agreements, including secondary methods (state when applicable) and exceptions to above

Italian discards (odd = encouraging, even = McKenny)

Suit preference on leads to ruff and where obvious.

Prism signals: first signal shows parity of hands (three odd or one odd); second signal shows suit that is different from the remainder using Lavinthal style: please ask for further details

## SUPPLEMENTARY DETAILS CONT.

14. 1D=0-7 any, 1H=8-15 any, 1S=15+ any, Rebid 4cM first if unbal
15. Dixon: overcalling a multi 2D: X = 16+HCP, 2M = takeout of the other major, 2NT=17-20HCP, stopping both majors, 3x = 12-16HCP, 6+ card suit
18. After 2 of a suit opening next suit is pass or correct. 2N is a single-suit invite, lower of the two suits is a 2-suited invite.
19. General Swiss. 4C=2/4/6/8 CPs, 4D=3/5/7/9 CPs. Need 11 or 13 for slam
20. Escape from 1NTX: XX=C or Reds, 2C=D or Majors, 2D/H Xfer, Pass->XX = to play or D+S or C+other
21. Aardvark with a Halmic redouble after 1N-P-P-X: XX shows a single suiter - forces 2C, bids show that suit and a higher.
22. Roman Key-Quant Gerber: 4C in NT, responses are 1/4 aces, 3/0 aces, 2 aces min, 2 aces extras
23. Viscount: 4N in NT asks for suits up the line



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Partner Henry Lockwood

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## GENERAL DESCRIPTION OF BIDDING METHODS

Nebulous Club, Strong Diamond, Variable NT, Reversed Majors, Ten Multis

## 1NT OPENINGS AND RESPONSES

**Strength** Varies Tick if artificial and provide details below

**Shape Constraints** (Semi-) Balanced Tick if may have singleton

**Responses** 2♣ 5-card puppet Keri [8a]

2♦ Transfer to Hearts 2♥ Transfer to Spades

2♠ Range or Clubs 2NT Transfer to Diamonds

Others 3C = natural, invitational, 3D = 5/5 majors, invitational

Actions after opponents double Modified Suction [20] or Aardvark/Halmic [21]

Actions after other interference Lebensohl [13]

## TWO-LEVEL OPENINGS AND RESPONSES

|     | Meaning   | Responses                               | Notes |
|-----|---|---|-------|
| 2♣  | 6+ Diamonds Weak* or 20-23 bal or 4+/4+ Spades and Hearts Weak* or GF |   | 18    |
| 2♦  | 6+ Hearts Weak* or 5+/4+ Spades and Clubs Weak* or GF                 |   | 18    |
| 2♥  | 6+ Spades Weak* or 4+/4+ Clubs and Diamonds Weak* or GF               |   | 18    |
| 2♠  | 7+ Clubs Weak* or 4+/4+ Hearts and a Minor Weak* or GF                |   | 18    |
| 2NT | 23+ semi-bal. OR S&D Weak* or GF                                      | Preference or Transfer Pref. if strong. |       |

## OTHER ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE

- 1C is max 15 max 1x4CM or 12-15 bal (1st or 2nd NV) or 11-13 bal (1st or 2nd V)
- 1D is 16-22, any distribution (F1, not GF)
- 1H shows 4+ Spades (5 unless hearts), maybe a canape with any other suit
- 1S shows 5+ Hearts, denies 4 Spades, may be a canape with a minor
- 1N is 9-11 (12 NV), 9-15 (3NV), 12-15 (4NV, 34V) or 14-16 (12V)
- 2 openings are single suit or two suit, weak or GF
- 2N is two-way: weak or GF with S&D or GF balanced.
- 3 openings are transfers, either preempts or GF in the suit above
- 3S is gambling (solid minor)
- 3N is a preempt in either minor or GF clubs
- 4C/4D are strong 4H/4S bids
- \* Weak bids are wide ranging in 3rd, intermediate in 4th

| OTHER OPENING BIDS   |       |  |                            |                            |                                     |       |
|--|-------|--|----------------------------|----------------------------|-------------------------------------|-------|
|  | HCP   | Note   | Len                        | MEANING                    | RESPONSES                           | Notes |
| 1 ♣  | 10-15 | X  | 0                          | 12-15 bal or 10-15 no 5CM. | Range or strong/weak transfer       |       |
| 1 ♦  | 16+   | X  | 0                          | 16-22ish any               | Range or strong/weak transfer       |       |
| 1 ♥  | 10-15 | X  | 0                          | 4+ Spades                  | 1S[4], 1N[5], 3M/4m[6] 2N[1], 3m[2] |       |
| 1 ♠  | 10-15 | X  | 0                          | 5+ Hearts, <4 Spades       | 1N[5], 3M/4m[6] 2N[1], 3m[2]        |       |
| 3 bids   | 5-10* | X  | 7+                         | Transfer; Preempt or GF    | 3S = Gambling 3N = Minor            |       |
| 4 bids   |       | X  | 8+                         | 4C/D = Namyats             | 4H/S = Natural                      |       |
| DEFENSIVE METHODS AFTER OPPONENTS OPEN   |       |  |                            |                            |                                     |       |
| OPPONENTS OPEN A NATURAL ONE OF A SUIT   |       | CONVENTIONAL MEANING   | SPECIAL RESPONSES          | Notes                      |                                     |       |
| Simple overcall  |       | Natural  | cue [11], 2N [12]          |                            |                                     |       |
| Jump overcall  |       | Weak (intermediate in protective)                              |                            |                            |                                     |       |
| Cue bid  |       | 5+/5+ in majors or other major/any minor. Weak or Strong       |                            |                            |                                     |       |
| Direct 1NT   |       | 16-18HCP Balanced  | 2C[8a] 2D/H Xfers 2S[9]    |                            |                                     |       |
| Protective 1NT   |       | 11-14HCP Balanced  | 2C[8a] 2D/H Xfers 2S[9]    |                            |                                     |       |
| Direct 2NT   |       | 5+/5+ in minors or other minor/any major. Weak or Strong       |                            |                            |                                     |       |
| Protective 2NT   |       | 15-18HCP Balanced  | 3C=Staymanic[8] 3D/H Xfers |                            |                                     |       |
| OPPONENTS OPEN WITH  |       | DEFENSIVE METHODS  | SPECIAL RESPONSES          | Notes                      |                                     |       |
| Strong 1C  |       | As 2 openings, but at the 1 level, weak                        |                            |                            |                                     | 18    |
| Short 1C/1D  |       | (less than 2): As 2 openings, but at the 1 level, constructive |                            |                            |                                     | 18    |
| Weak 1NT   |       | As 2 openings, constructive. X = penalties or 7 tricks         |                            |                            |                                     | 18    |
| Strong 1NT   |       | As 2 openings, constructive. X = penalties or 7 tricks         |                            |                            |                                     | 18    |
| Weak 2   |       | X = TO   | Lebensohl [13]             |                            |                                     |       |
| Weak 3   |       | X = TO   |                            |                            |                                     |       |
| 4 bids   |       | X = TO, 4N = TO over 4S  |                            |                            |                                     |       |
| Multi 2D   |       | Dixon  |                            |                            |                                     | 15    |
| SLAM CONVENTIONS   |       |  |                            |                            |                                     |       |
| 4N=1430 RKCB, 5N=KYHOKYD, 4N=A YHOAYD, ROPI/DOPI, 5x=Voidwood<br>4C/D=General Swiss [19], 4C=RKQG [22], 4N=Viscount [23], 5M=Trump-quality ask |       |  |                            |                            |                                     |       |

| COMPETITIVE AUCTIONS  |           |          |                  |           |           |
|---|-----------|----------|------------------|-----------|-----------|
| Agreements after opening of one of a suit and overcall by opponents   |           |          |                  |           |           |
| Level to which negative doubles apply   |           |          | Below 4S         |           |           |
| Special meaning of bids   |           |          | cue = good raise |           |           |
| Exceptions / other agreements   |           |          |                  |           |           |
| Agreements after opponents double for takeout   |           |          |                  |           |           |
| Redouble  | values    | New suit | system on        | Jump suit | system on |
| Jump raise  | system on | 2N       | system on        | Other     | system on |
| Other agreements concerning doubles and redoubles   |           |          |                  |           |           |
| Forcing pass escape from doubles of natural 1NT bids  |           |          |                  |           |           |
| Double of freely bid slams is Lightener   |           |          |                  |           |           |
| After natural bids of NT double is penalties. After a GF, passes are forcing  |           |          |                  |           |           |
| After (1NT)-X, double is penalties and the first round of passes are forcing.   |           |          |                  |           |           |
| OTHER CONVENTIONS   |           |          |                  |           |           |
| 4N opening = Ace you have or Ace you don't  |           |          |                  |           |           |
| 3N opening = Either minor preempt or GF clubs   |           |          |                  |           |           |
| Cue bids. First round cue may be a non-cue with specific trump honour.  |           |          |                  |           |           |
| Rebids after 1D are as 2 openings   |           |          |                  |           |           |
| 1x-3x overcall = gambling, solid suit, no stop  |           |          |                  |           |           |
| 1x-3N overcall = gambling, soolid suit, with a stop   |           |          |                  |           |           |
| After suit agreement 4C/4D are General Swiss [19]   |           |          |                  |           |           |
| SUPPLEMENTARY DETAILS   |           |          |                  |           |           |
| 1. 2N after 1 major is a good raise, responses long suit trials   |           |          |                  |           |           |
| 2. Jump fit: single jump after 1 major shows a good raise and a second suit   |           |          |                  |           |           |
| 4. 1S after 1H enquires about a heart suit  |           |          |                  |           |           |
| 5. 1N after 1H/S shows 0-8 HCP, no fit or a 1-round force with no better bid  |           |          |                  |           |           |
| 6. Splinter: double jump after 1 major is GF with a fit and a singleton or void in the suit bid   |           |          |                  |           |           |
| 7. Rebids: 3C/D = 8-12HCP, 3H/S=12-15HCP, 3C/3H=better hearts, 3D/3S=better spades  |           |          |                  |           |           |
| 8. (Advanced) Puppet Stayman after 2N rebid: C requests 5 card majors, replies: D=no 5cM, 4H and/or 3/4S; H/S = 5 cards; NT=No 4/5cM.   |           |          |                  |           |           |
| After D, H=not 4H, S = not 4S, NT=4/4 H/S   |           |          |                  |           |           |
| 8a. 5-card Puppet Keri after natural 1N (re)bid: 2C asks for 5cM; could be weak takeout with a minor. After 2D, 2H/2S show other major  |           |          |                  |           |           |
| 9. After 1N opening/rebid: 2D/H=Xfer to H/S, 2S=Range/Xfer C, 2N=Xfer D   |           |          |                  |           |           |
| 10. After 2N, 3S=minor-suit stayman   |           |          |                  |           |           |
| 11. After single overcall, cue of the opponent's suit is a good raise   |           |          |                  |           |           |
| 13. Lebensohl after a simple overcall of 1NT or after 2x-X: double for penalties, 2N forces a rebid of clubs, 2-level suits are a signoff and 3-level suits are game forcing. Cue bid for Stayman |           |          |                  |           |           |

| OPENING LEADS   |                                 |              |              |  |             |              |             |
|---|---------------------------------|--------------|--------------|--|-------------|--------------|-------------|
| For all the card combinations shown, clearly mark the card normally led if different from the underlined card.  |                                 |              |              | Hatch over this box if using non-standard leads. |             |              |             |
| vs Suits  | <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>JTx</u>   | <u>10xx</u>  | <u>109x</u>                                      | <u>987x</u> | <u>10xxx</u> | <u>Hxx</u>  |
|   | <u>Hxxx</u>                     | <u>Hxxx</u>  | <u>Hxxxx</u> | <u>xx</u>  | <u>xxx</u>  | <u>xxxx</u>  |             |
| vs NT   | <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>JTx</u>   | <u>10xx</u>  | <u>109x</u>                                      | <u>987x</u> | <u>10xxx</u> | <u>Hxx</u>  |
|   | <u>Hxxx</u>                     | <u>Hxxx</u>  | <u>Hxxxx</u> | <u>xx</u>  | <u>xxx</u>  | <u>xxxx</u>  |             |
| Other agreements in leading, e.g. high level contracts, partnership suits:-   |                                 |              |              |  |             |              |             |
| Even card leads asks for reverse attitude. Odd card leads ask for Prism.<br>Top of rubbish against NT   |                                 |              |              |  |             |              |             |
| CARDING METHODS   |                                 |              |              |  |             |              |             |
|   | Primary method v suit contracts |              |              | Primary method v NT contracts                    |             |              |             |
| On Partner's Lead   | Reverse Attitude or Prism       |              |              | Reverse Attitude or Prism                        |             |              |             |
| On Declarer's Lead  | Prism                           |              |              | Prism  |             |              |             |
| Other carding agreements, including secondary methods (state when applicable) and exceptions to above   |                                 |              |              |  |             |              |             |
| Italian discards (odd = encouraging, even = McKenny)<br>Suit preference on leads to ruff and where obvious.<br>Prism signals: first signal shows parity of hands (three odd or one odd); second signal shows suit that is different from the remainder using Lavinthal style: please ask for further details  |                                 |              |              |  |             |              |             |
| SUPPLEMENTARY DETAILS CONT.   |                                 |              |              |  |             |              |             |
| 14. 1D=0-7 any, 1H=8-15 any, 1S=15+ any, Rebid 4cM first if unbal<br>15. Dixon: overcalling a multi 2D: X = 16+HCP, 2M = takeout of the other major, 2NT=17-20HCP, stopping both majors, 3x = 12-16HCP, 6+ card suit<br>18. After 2 of a suit opening next suit is pass or correct. 2N is a single-suit invite, lower of the two suits is a 2-suited invite.<br>19. General Swiss. 4C=2/4/6/8 CPs, 4D=3/5/7/9 CPs. Need 11 or 13 for slam<br>20. Escape from 1NTX: XX=C or Reds, 2C=D or Majors, 2D/H Xfer, Pass->XX = to play or D+S or C+other<br>21. Aardvark with a Halmic redouble after 1N-P-P-X: XX shows a single suiter - forces 2C, bids show that suit and a higher.<br>22. Roman Key-Quant Gerber: 4C in NT, responses are 1/4 aces, 3/0 aces, 2 aces min, 2 aces extras<br>23. Viscount: 4N in NT asks for suits up the line |                                 |              |              |  |             |              |             |



Name Henry Lockwood EBU No. 421925  
Partner Matthew Johnson EBU No. 421514

| GENERAL DESCRIPTION OF BIDDING METHODS   |   |   |
|--|---|---|
| Nebulous Club, Strong Diamond, Variable NT, Reversed Majors, Ten Multis  |   |   |
| 1NT OPENINGS AND RESPONSES   |   |   |
| Strength   | Varies  | Tick if artificial and provide details below <input type="checkbox"/> |
| Shape Constraints  | (Semi-) Balanced  | Tick if may have singleton <input type="checkbox"/>                   |
| Responses 2 ♣ 5-card puppet Keri [8a]  |   |   |
| 2 ♦  | Transfer to Hearts  | 2 ♥ Transfer to Spades  |
| 2 ♠  | Range or Clubs  | 2NT Transfer to Diamonds  |
| Others 3C = natural, invitational, 3D = 5/5 majors, invitational   |   |   |
| Actions after opponents double Modified Suction [20] or Aardvark/Halmic [21]   |   |   |
| Actions after other interference Lebensohl [13]  |   |   |
| TWO-LEVEL OPENINGS AND RESPONSES   |   |   |
| Meaning  | Responses   | Notes   |
| 2 ♣  | 6+ Diamonds Weak* or 20-23 bal or 4+/4+ Spades and Hearts Weak* or GF | 18  |
| 2 ♦  | 6+ Hearts Weak* or 5+/4+ Spades and Clubs Weak* or GF                 | 18  |
| 2 ♥  | 6+ Spades Weak* or 4+/4+ Clubs and Diamonds Weak* or GF               | 18  |
| 2 ♠  | 7+ Clubs Weak* or 4+/4+ Hearts and a Minor Weak* or GF                | 18  |
| 2NT  | 23+ semi-bal. OR S&D Weak* or GF                                      | Preference or Transfer Pref. if strong.                               |
| OTHER ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE  |   |   |
| 1C is max 15 max 1x4CM or 12-15 bal (1st or 2nd NV) or 11-13 bal (1st or 2nd V)<br>1D is 16-22, any distribution (F1, not GF)<br>1H shows 4+ Spades (5 unless hearts), maybe a canape with any other suit<br>1S shows 5+ Hearts, denies 4 Spades, may be a canape with a minor<br>1N is 9-11 (12 NV), 9-15 (3NV), 12-15 (4NV, 34V) or 14-16 (12V)<br>2 openings are single suit or two suit, weak or GF<br>2N is two-way: weak or GF with S&D or GF balanced.<br>3 openings are transfers, either preempts or GF in the suit above<br>3S is gambling (solid minor)<br>3N is a preempt in either minor or GF clubs<br>4C/4D are strong 4H/4S bids<br>* Weak bids are wide ranging in 3rd, intermediate in 4th |   |   |