

Note 1

Inverted GF Minors & Crisscross

1♣-2♣ = Game force, 5+♣ & no 4CM

Responses; bid stoppers up the line. 2NT Balanced 12-14. 3♦/♥/♠ = splinter, 4♣ = Minorwood

1♦-2♦ = Game Force 4+♦, & no 4CM

Responses; bid stoppers up the line. 2NT Balanced 12-14. 3♥/♠/4♣ = splinter, 3NT to play. 4♦ = Minorwood

1♣-2♦ = 10-11pts, 5+♣, no 4CM

Responses; 2♥/♠ = Stopper. 2NT Minimum. 3♣ to play. 3♥/♠ = splinter. 3NT to Play

1♦-3♣ = 10-11pts, 4+♦, no 4CM

Responses 3♦ to play. 3♥/♠ stopper show. 3NT to Play. 4♦ = Minorwood

1♣-3♣ = 6-9pts 5+♣

1♦-3♦ = 6-9pts 4+♦

Note 2

Stenberg

After 1♥ 2NT= 3+ spt, inv+

3♣ Min 11-14 HCP, response:

3♦ asks for SPL

3♥/♠ SPL ♣/♦, 3NT SPL oM

4m 1st/2nd round control

3♥ MIN, opener to pass or bid game

3♦ 15+HCP no shortage: responder now shows SPL

3♥/♠ SPL ♣/♦, 3NT SPL oM

4m 1st/2nd round control

4♥ MIN no shortage

3♥/♠ 15+HCP SPL ♣/♦

3NT SPL oM

4♣/♦ void, any values

4♥ void other major min

4♠ void and max
4NT RKC

In competition: For example, after 1♥-(P)-2NT-(3♦) opener can:

Pass poor minimum with 5♥s
Dbl SPL in their suit (bid 4♦ with void)
3♥ decent minimum
3♠ control (denies SPL their suit)
3NT forcing 15+ with A or K in their suit
4♣ Control (denies SPL their suit)
4♦ void
4♥ minimum with 6+ suit

Note 3

Reverse Unusual over Unusual

When opponents overcall showing two suits we play the following;

Lower suit cue = 5+ unmentioned 4th suit, 10+pts

Higher suit cue = 3+ raise in P suit, 10+pts

4 Level cue = splinter

Double = penalty orientated

3 of P suit, 6-9pts 3+spt

4 of P suit = to play

4th Suit = natural 6+ non forcing, 6-9pts

Note 4

Mini Splinters & Voids over 1♥/♠

Our splinter bids are 9-11 pts & 4+ support. Our voids show good opening values, at least 4 Card trump support & at most five loser hand.

1♥ - 3♠ = splinter somewhere.

3NT Asks; 4♣/♦/♥ = splinter. 4♥ = ♠ splinter

1♥ - 3NT = ♠ void, 4♣/♦ = void, 4+♥ support. , at most 5 losers

1♠ - 3♥ = splinter somewhere 9-11 pts, 4+ support

3NT asks; 4♣/♦/♥ = splinter

1♠ - 4♣/♦/♥ = void, 4+ spade support

Note 5
LEBENSÖHL

- 1) After Opps interfere over our 1NT . 2) after our reverse bid. 3) after partners makes a takeout double of opponents weak 2 bid . 4) After Partner doubles Opponents opening bid & they raise. 5) over reopening double

1NT - 2♦ - dbl = penalty orientated 8+pts

2♥ / ♠ = to play

2NT = relay to 3♣;

3♣ 3♦ = to play if 2♦ artificial, stopper ask/staymanic if 2♦ natural

3♥ / ♠ = 5 invitational

3NT = No Stop, No 4CM

1NT - 2♦ - 3♦ = staymanic GF

3♣ = 5+ GF

3♥ / ♠ = 5+ GF with stop

3NT = To Play with Stopper

Note 6
DEFENCE TO MULTI 2♦

Double - takeout of either Major or a bid hand .

2M - 12+ Major 5+ .

2NT 15-18 system on .

3m to play .

3M good hand 6+

Lebensöhl used in response to double, ie, 2NT = 0-7pts

Note 7
DEFENCE TO 2 LEVEL PRE - EMPTS (BENJI, Tartan, Weak 2) .

Double = takeout .

suit - 5+ natural opening bid nf .

2NT 15-18 with stoppers system on .

cue bid long running suit without stopper .

4m Leaping Michaels (5m/5 OM) 2 - 4 both Majors

Note 8

Fit Jumps

We play fit jumps in competitive auctions, 1) after Partner opens & opponent overcalls, 2) opponents open & partner overcalls & 3) as a passed hand when Partner opens.

The fit jump shows 4 card support for Partners suit, occasionally 3 if good quality & preferably 5 but sometimes 4 of the bid suit with values condensed in both suits. 2nd suit should ideally contain 2 honours.

3 Level fit jumps are 7-10 point range, 4 level fit jumps, minors only, are 9-12 range. A 4 level jump to a Major is to play & not a fit jump.

Opponent Opens;

1♦ - 1♠ - P - 3♣ = 4+ spt, 5+ ♣, 7-10pts
4♣ = 4+ spt, 5+ ♣, 10-12 pts

We Open;

1♥ - 1♠ - 3♦ = 3-4 ♥, 5+ ♦ 7-10 pts
4♦ = 3-4 ♥, 5+ ♦ 10-12pts

Passed Hand;

P - P - 1♦ - P
2♠ = 5+ ♠, 4+ ♦ 7-10 pts
3♠ = 5+ ♠, 4+ ♦, 10-12 pts

Note 9

XY CONVENTION

Responses to 1x-1y, 1NT;

1x -1y

1NT - 2♣ Artificial relay to 2♦
2♦ Artificial GF
2M to play if M is X or Y
2NT Natural game invitation
3Y Game invitation GOOD suit
3NT to play

4 of any splinter for own Y
4Y to play

after 2♦ GF checkback you continue naturally

after 2♣ - 2♦ relay responders next move is invitational
3Y is invitational with POOR suit

1x - 1Y

1NT - 2♣

2♦ - 4y = KCA in y

1x - 1y

1NT - 2♣

2♦ - 2NT = relay To ♣

3♣ - Pass to play

1♦ - 1♠

1NT - 2♣

2♦ - 3NT = 19 HCP slam invitational

1♦ - 1♠

1NT - 2♣

2♦ - 2♥ invitational 5♠/4♥

1♦ - 1♥

1NT - 2♣

2♦ - 3♣ invitational 5/5