

Opening

1♣	2+♣, 12+ or rule of 20
1♦	4+♦, 12+ or rule of 20
1♥/♠	5+♠♥, 12+ or rule of 20
1NT	15-18 balanced may contain a 5 card major.
2♣	Game Force, 20+pts. unbal. or 4 losers
2♦/♥/♠	5-9 hcp, 6+ suit + honours.
2NT	20-22 hcp balanced can contain a 5 card major
3♣/♦	pre-emptive, 7+♣
3♥/♠	pre-emptive, 7+♠♥
3NT	25/26 bal.
4♣	pre-emptive 8+
4♦/♥/♠	pre-emptive 8+

Answer

3rd player to open 11 points
 4th player to open rule of 15 - HCP + length of spade suit

Stayman 8+ pts
 Transfers 0 + pts with 5+ cards to majors, 6+ cards to minors (2S- 3C- pass or correct)

2♦ = 0-7hcp, 2S,H,3D,3C = 8+ 5 cards, 2NT = 8+ no 5 cards,

Overcalls

Weak jump overcalls 6+ suit 6-10 hcp
 1NT = 15-17hcp with stopper in openers suit

Slam conventions

Gerber 4C when p's last bid is NT (or by agreement)
 1430 RKC
 1NT - 4NT quantitative shows 16 pts
 Jacoby 2NT (by agreement) to 3rd level only.

Leads

Standard leads - low encourage, from top of sequence (3 against NT contract), 4th highest from Longest and strongest.

After interference

Systems On to p's open 1NT. Response X means stolen bid by o/caller.
 Transfers still on after interference. Bid at 3 level natural.

Other conventions

Doubles - (take out, negative, penalty above 3NT, support X by opener with 3 card support
 Cue raise - 10+ pts and support
 Michael's / Unus 2NT (by agreement)
 Montreal relay (by agreement)
 Garbage Stayman (by agreement)

Signals

Attitude lead / 1st discard
 - Low Like (Encourage) for lead
 - High Hate
 - McKenny's discard (by agreement)