



Basic System: FAIE Set System – Acol, 12-14 NT, Weak 2 ♦/♥/♠

OPENING BIDS	Point Range	Min. Length	CONVENTIONAL MEANING	SPECIAL RESPONSES
1 ♣	10-20	4	<i>Natural</i>	<i>Limit raises</i>
1 ♦	10-20	4		<i>1NT response 6-9</i>
1 ♥	10-20	4		<i>2NT response 11-12 BAL</i>
1 ♠	10-20	4		<i>2 over 1 change of suit 9+</i>
1NT	12-14			<i>Stayman, Transfers, 2S = a minor</i>
2 ♣	18+	0	<i>Strong 23+BAL or game force</i>	<i>2D negative</i>
2 ♦	6-10	6	<i>weak</i>	<i>2NT=Enquiry asking for high card feature, with rebid of the suit showing a minimum.</i>
2 ♥	6-10	6	<i>weak</i>	
2 ♠	6-10	6	<i>weak</i>	
2NT	20-22			<i>Stayman & red suit transfers</i>
3 bids	4-10	7	<i>NAT pre-emptive</i>	
4 bids		7	<i>NAT pre-emptive</i>	

OPENING LEADS	v.suit contracts					4th & 2nd				
	<u>AK</u>	<u>AKx</u>	<u>KQ10</u>	<u>KQx</u>	<u>KJ10</u>					
	<u>K10 9</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 & 2nd				
	<u>AKxx</u>	<u>AJ10x</u>	<u>KQ10</u>	<u>KQx</u>	<u>KJ10</u>					
	<u>K10 9</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>Hxx</u>	<u>xx</u>	<u>xxx</u>	<u>xxx</u>					

DEFENSIVE BIDS			
OVER-CALLS	Meaning	OPONENTS OPEN	Defensive Methods
Simple	NAT, 5+ card	Strong 1C	N/A
Jump	11-15, 6 card suit	Weak 1NT	NATURAL
Cue Bid	Michaels	Strong NT	N/A
1NT	Direct 15-18	Weak 2 bids	T/O dbl
	Protective 11-14		
		Weak 3 bids	T/O dbl
2NT	Unusual if Direct or 20-22 if Protective	4 bids	Optional dbl

ACTION AFTER OPPONENTS INTERVENE WITH					
Overcall	Double	Sputnik to 3♠	New Suit NAT, forcing for 1 round		
Jump overcall	Double	Sputnik to 3♠	New suit, NAT, forcing for 1 round		
Double	Re-double 10+HCP (penalty interest)	New Suit NAT (5+) (good suit)	Jump in New Suit NAT, with a fit for partners suit	Jump Raise Pre-emptive	2NT Sound Raise to 3

CARDING METHODS	Primary	(Secondary)
Partner's Lead	Attitude-high encourage	(High-Low=even number)
Declarer's Lead	Count-High –Low=Even number	
Discarding	Attitude-high encourages	(suit preference)

SLAM CONVENTIONS	Meaning of Responses	Action over Interference
Blackwood		DOPI/ROPI
Gerber over 1NT/2NT	0/4, 1 2, 3	Dbl=0, Pass=1, next step=2 (Redble=0 Pass=1, etc.)

OTHER CONVENTIONS		
4 suit forcing	Unassuming cue bids	Long suit trial bids
Unusual NT	2NT jump overcall shows 2-suiter in the lowest unbid suits	
If they double our 1NT	Defense:std wriggle.Xx shows 5 card suit with 2C relay Suit bid is lower of 2 four card suits, either pass with fit or bid	
Michaels Cue Bid	Over a minor show both majors; over a major, shows the other major and unspecified minor	