


OTHER OPENING BIDS				
	HCP	See note	Min leng	CONVENTIONAL MEANING SPECIAL RESPONSES
1♣	10-19	10	3	1♦ denies 5 card M, 1♥/♠ promises 5+ cards; 1NT = GF; 2♦ = weak 6 card M; 2♥/♠ = weak 5 ♥/♠ with 4+♣ Inverted minors. Splinters,
1♦	10-19		4	Inverted minor raises, Splinters
1♥	10-19	6, 7	4	Jacoby, Truscott, Splinters
1♠	10-19	6, 7, 11	5	Jacoby, Truscott, Splinters, Bergen raises
3 bids	5-10		6	Pre-emptive
4 bids	5-10		7	Pre-emptive
May be light in 3 rd /4 th				
DEFENSIVE METHODS AFTER OPPONENTS OPEN				
OPPONENTS OPEN A NATURAL ONE OF A SUIT		CONVENTIONAL MEANING		SPECIAL RESPONSES Notes
Simple overcall				
Jump overcall		5-9pts 6 card M		UCB
Cue bid		Michael's		
1NT	Direct: Protective	15-18pts 11-16pts	As for 1NT openings 2♣ = Range enquiry 8	
2NT	Direct: Protective	UNT = 2 lowest suits 20-22pts	Puppet stayman 2	
OPPONENTS OPEN WITH		DEFENSIVE METHODS		SPECIAL RESPONSES Notes
Strong 1♣		X = Both majors; 1NT = both minors		
Short 1♠/1♦		Natural		
Weak/Strong 1NT		Multi Landy; X =penalties		
Weak 2		X = TO (Response 2NT = Lebensohl); Leaping Michael's		
Weak 3		X = TO		
4 bids		4♣/♦/♥ – X =TO; 4♠ – X =Penalties.		
Multi 2♦		X = bal 13-15 or 19+pts; 2NT = 16-18pts		
SLAM CONVENTIONS				
Name	Meaning of Responses			Action over interference
RKCB	4NT- 5♣=1 or 4 (key cards), 5♦ = 0 or 3, 5♥ = 2 W/O trump Q 5♠ = 2 with trump Q, 5NT= 2 with void, 5NT – K of that suit or 2 of other suits.			DOPI, ROPI
Exclusion RKCB				
5NT GSF	6♣ = 0, 6♦ = 1, 7suit = 2 of 3 top honours			
Gerber	Creeping			

COMPETITIVE AUCTIONS		
Agreements after opening of one of a suit and overcall by opponents		
Level to which negative doubles apply	3S	
Special meaning of bids	X = TO	
Exceptions / other agreements		
Agreements after opponents double for takeout		
Redouble 10+pts	New suit Forcing	Jump in new suit In new M =weak
Jump raise	2NT	Other
Pre-emptive	Good raise	
Other agreements concerning doubles and redoubles		
Responsive doubles; Lightner doubles of slams; Double of NT contracts asks for lead of RHO's first suit; Penalty doubles after our pre-empt is overcalled and after 4S opener by opponents; After we double 1NT next double by us is TO, subsequent doubles are penalty; Doubles of artificial bids show that suit; Doubles of cue bids are lead directing.		
OTHER CONVENTIONS		
Gambling 3NT; Long suit trial bid. 4SF to game; Jump in 4 th suit agrees 3 rd suit 3SF 1D - 1Y – 2D – cheapest new suit = art GF Strong jump shift over 1D/H– GF either self-standing suit or strong suit plus support for partner Checkback over rebid 1NT (15-17) and 2NT 18-19) Lebensohl after 1NT – (2any); (2M) - X - P; (2D*) – X – (2M); (1M) - X - (2M); 1x – 1y – 2 level reverse;		
SUPPLEMENTARY DETAILS		
3. Responses: 2♥/ 3♥ = pass or correct, 2♠ shows ♥; 3 other natural and forcing and 2NT is forcing enquiry (Opener responses: 3♣= upper range in ♥; 3♦= upper range in ♠; 3♥= lower range in ♥; 3♠= lower range in ♠.)		
4. Responses: 3♣= pass or correct; 3♦= invitational in M; 3M= pre-emptive; 2NT= enquiry (Opener responses: 3♣/♦ = min with ♣/♦; 3♥ = max with ♣; 3♠ = max with ♦; 3NT = 5/4/4; 4♣/♦ = 6 card minor)		
5. Inverted ♦:1NT = 4♦ with 8/9pts; 2♦ = 4♦ with 10+pts; 3♦ = 4♦ with 0-7pts.		
6. Splinters: Triple jump in new suit is a singleton in new suit and agrees opener's suit.		
7. Jacoby. 1♥/♠ – 2NT = 4 cards in M with slam interest (13+pts). Opener's responses: 3 level new suit = singleton; 3 M = 6 card suit with 16+pts; 3NT = bal 16+pts; 4 level = good suit. 4M weak no feature.		
8. Responses to 2♣: 2♦/♥/♠ =11-12pts; 2NT = 13-14pts; 3 level = 15-16pts.		
9. Multi Landy: 2♣ = Both majors usually at least 5/4 (2♦ = equal majors); 2♦ = single M (responses as 3 above); 2♥ = 5♥ & 4+m; 2♠ = 5♠ & 4+m (2N = opening pts, 3C = pass/corr); 2NT = 5/5+ minors.		

OPENING LEADS							
(For all the card combinations shown, clearly mark the card normally led if different from the underlined card).					(Shade this box grey if using non-standard leads).		
v. suit contracts	A <u>K</u>	<u>A</u> K x	<u>K</u> Q 10	<u>K</u> Q x	K <u>J</u> 10	K <u>10</u> 9	<u>Q</u> J 10
	<u>Q</u> J x	<u>J</u> 10 x	10 x <u>x</u>	<u>10</u> 9 x	9 <u>8</u> 7 x	10 x x <u>x</u>	H x <u>x</u>
	H x x <u>x</u>	H x x <u>x</u> x	H x x <u>x</u> x x	<u>x</u> x	x <u>x</u> x	x <u>x</u> x x	
v. NT contracts	<u>A</u> K x (<u>x</u>)	<u>A</u> <u>J</u> 10 x	<u>K</u> Q 10	<u>K</u> Q x	K <u>J</u> 10	K <u>10</u> 9	<u>Q</u> J 10
	<u>Q</u> J x	<u>J</u> 10 x	10 x <u>x</u>	<u>10</u> 9 x	9 <u>8</u> 7 x	10 x x <u>x</u>	H x <u>x</u>
	H x x <u>x</u>	H x x <u>x</u> x	H x x <u>x</u> x x	<u>x</u> x	x <u>x</u> x	x <u>x</u> x x	
Other agreements in leading, e.g. high level contracts, partnership suits:-							
King asks for count (or unblock in NT) Ace and Queen ask for attitude' Strong 10's in NT							
CARDING METHODS							
Signals	Primary method v suit contracts			Primary method v NT contracts			
On Partner's lead	Reverse attitude			“			
On Declarer's lead	Count			“			
When discarding	Italian			“			
Other carding agreements, including secondary methods (state when applicable) and exceptions to above							
SUPPLEMENTARY DETAILS (continued)							
10. Rebids after 1♣ – 1NT (GF) 2♣ = bal 15-19pts and asks for 5 card M. (Responses: 2♦ = 4 card M; 2NT = no 4/5 card M; 3♣/♦/♥/♠ = strong 6 card suit). 2♦/♥/♠ = <15pts, 5♣ and 4♦/♥/♠ 2NT = good 6+♣ 3♣ = weak 5+♣ 3♦/♥/♠ = 6♣ with 5♦/♥/♠							
11. Bergen 3♣ = 3 card ♠ suit 7-9pts; 3♦ = 4 card ♠ suit 7-9pts; 3♥ = 4 card ♠ suit 10-12pts; 3♠ = 4 card ♠ suit 0-6pts; 4♠ = 5+ card ♠ suit 0-6pts.							
12. 4 th seat = 6 card suit 11-15pts							

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	GENERAL DESCRIPTION OF BIDDING METHODS			
	Acol (5 card S suit) – Multi 2D & Lucas Twos			
1NT OPENINGS AND RESPONSES				
Strength		11-14		
Shape constraints		May contain 5M or 6m		May contain singleton 3 rd /4 th
Responses		2♣ Stayman		
2♦	Transfer to ♥ (1)		2♥	Transfer to ♠ (1)
2♠	Range inquiry (2NT=min, 3♣=max)		2NT	Minors (5/5+) Opener chooses
Others	3 ♣/♦/♥/♠ = 6 card suit with slam interest			
Action after opponents double		XX = 8+ pts; suit = 5+ cards; pass = forcing, then suit = 5+ cds, XX denies, then suits up line		
Action after other interference		2X weak, 3X forcing. .Lebensohl: immediate 2NT is relay to 3♣ after which a suit is to play or invitational if could have bid at the 2 level; immediate cue bid of M shows other M and stopper in bid M, cue bid after 2NT denies stop; immediate 3NT shows stop, after 2NT denies stop		
TWO-LEVEL OPENINGS AND RESPONSES				
	Meaning	Responses		Notes
2♣	8PT in M or 23+ GF	2♦ = relay then 2NT = neg (0-3), with A+K or 8+pts bid 4 card suits		2
2♦	Weak 6 card M or Acol 2 m or 19/20pts balanced	2♥/♠ =pass or correct, 2NT = forcing		2,3,12
2♥	5-9pts 5♥ and 4+ m	2NT= enquiry (forcing)		4, 12
2♠	5-9pts 5♠ and 4+ m	2NT= enquiry (forcing)		4, 12
2NT	21/22pts	Puppet stayman		2
OTHER ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE				
1. Break transfer with 4 cards in transfer suit and max - bid doubleton or 2N; with max and 5 cards bid 3M				
2. Puppet stayman: After 2NT or 2♣ -2♦ - 2NT or 2D - 2x - 2NT: 3♣ asks for a 5 card M. (with 4 card M opener bids 3♦ then 3♥ = 4 spades, 3♠ = 4 hearts); 3♦/♥ =transfer; 3♠ =5/5+ in minors with slam interest.				