

OTHER OPENING BIDS						
	HCP	see Note	Min length	CONVENTIONAL MEANING	SPECIAL RESPONSES	Notes
1♣	10*-19	<input type="checkbox"/>	4	For choice of opening – <i>note 1</i>  For opener's NT rebids – <i>note 3</i>	Inverted Minors. <i>Note 9</i> Over 1♣ can bypass 4+♦ with Major. 2NT: Baron 16+ 3NT natural, usually 33(34)	2NT: 5-9, Splinter bids; Bergen Raises nt 2 2NT: Jacoby (15+pts) – <i>Note 4</i> 3NT: raise with no shortage (= <14pts) 2 major suit jump: weak nt 2
1♦	10*-19	<input type="checkbox"/>	4			
1♥	10*-19	<input type="checkbox"/>	4			
1♠	10*-19	<input type="checkbox"/>	4			
3 bids	3 - 9	<input type="checkbox"/>	6	Weak, usually 7 card suit		
4 bids	6- 10	<input type="checkbox"/>	7	Weak, usually 8 card suit		
*(Please enter your normal HCP range in the HCP column. Please tick box if you have any special agreements involving different values in particular positions and include further details under Supplementary Details).						
DEFENSIVE METHODS AFTER OPPONENTS OPEN						
OPPONENTS OPEN A NATURAL ONE OF A SUIT			CONVENTIONAL MEANING		SPECIAL RESPONSES	Notes
Simple overcall						9
Jump overcall			weak			
Cue bid			Michaels (2-suited hand)		Any strength	10
1NT	Direct: Protective:		15-18 10-14	As for 1NT opening As for 1NT opening		
2NT	Direct: Protective		Lowest unbid suits (2-suited hand) – see short Club 19-22 balanced		As 2NT opener	
OPPONENTS OPEN WITH			DEFENSIVE METHODS		SPECIAL RESPONSES	Notes
Strong 1♣			X: Majors; 1N Minors			
Short 1♣/1♦ as 2 crd			Treat as short, so 2C natural			
Weak 1NT			2♣: ♥ & another. 2♦: ♠ & another. Bid shorter suit if ♥&♠			
Weak 2			double = takeout Lebensohl resp; FDS; Leaping Michaels			
Weak 3			double = takeout, 4m = minor + other Major (5/5)			
Multi 2♦			2NT = 15+ stop in both majors. Double = 15+ other Suit = Natural, 4 <sup>th</sup> position: double = take out			
SLAM CONVENTIONS						
Name		Meaning of Responses			Action over interference	
Key Card Blackwood		5♣ = 1 or 4, 5♦ = 0 or 3, 5♥ = 2 aces, 5♠ = 2 aces + Trump Q; step suit denies after Q ask			DEPO,REPO	
Grand Slam force		Only two responses – 6T and 7T				
Gerber		Over 1N only and rebid of 1N or 2N ( <u>not</u> opening 2N)				

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		Jump raise is weak; cue bid is good raise; Fit			
Exceptions / other agreements		Fit jumps			
Agreements after opponents double for takeout					
Redouble	9+ HCP	New suit	Forcing	Jump in new suit	Fit
Jump raise	Weak	2NT	Good raise	Other	
Other agreements concerning doubles and redoubles					
Support doubles. Responsive double denies four cards in other major, competitive, game try					
SUPPLEMENTARY DETAILS (1)					
(Cross-reference where appropriate to the relevant part of card, continue on back if needed).					
1. Opening bids:					
<b>Balanced hands not 12 to 14:</b> with 4♥ and 4♠ open 1H, otherwise open longest suit or the higher ranking of two 4-card suits. Open 1N with most 12-14 5332 hands with 5 card major					
<b>Unbalanced hands:</b> always open the longest suit. With two 5-card suits open higher ranking					
<b>4441 hands:</b> singleton ♣ or ♠ open 1H; singleton ♦ open 1C; singleton ♥ open 1D					
<b>1NT:</b> All 5332 hands with a five card major are opened 1NT if within range					
2 Responses:					
<b>2 level jump response:</b> 2♥ or 2♠ Weak over opening 1 suit, 4-8 pts, 6+ cards					
<b>Bergen Raise</b> 1M-3C, good raise 6-11 & Ace, 3D good raise no Ace					
<b>1NT-2♣-2M-3c/♦:</b> natural weak; <b>1NT-2♣-2♥-2♠:</b> natural, ST; <b>1NT-2♣-2♥-3♠:</b> splinter					
3. No Trump rebids:					
<b>1 level response:</b> 1NT = 15-17; 2NT = 18-19. Response: 2/3♣ Checkback					
<b>1 level response:</b> 3NT = solid 6/7 card suit					
<b>2 level response:</b> 2NT = forcing (15-19). Response: 3♣ Checkback					
Example: 1♠ 2♥ 2N 3♣: 3♦ minimum; 3♥ support; 3♠ 5 card suit; 3N max (neither of other)					
4. <b>2NT response:</b> Jacoby. 4+ card trump support. Game forcing. Responses: 4 major: Weak. 3 major: Good 6+ card suit. 3N: strong NT. 3 suit: Source of tricks (Not always 4 cards). 4 suit: Splinter. If passed hand, 2N is natural – P P 1H P 2N (with or without intervention)					
5. <b>3NT opening:</b> 4♦ relay - 4H/S=shortage in bid major; 5♣/♦=shortage in other minor					
4NT relay for extra length – opener bid 5m with 7 and 6m with 8					
6. <b>4N opening:</b> Bid Ace you have. 5♣ no ace, 5NT 2 Aces, 6C AC					
7. <b>They bid 1N. We double.</b> Thereafter.. suit is weak. 1st double of 1st natural bid is take-out.					
<b>They bid 2H.</b> 3H asks for stop in suit. 4 minor shows that minor & other major (5-5)					
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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).		
Top of sequences, 4 <sup>th</sup> from an honour ( <u>excluding</u> the 10), 2 <sup>nd</sup> from bad suits, top of nothing against no-trumps, MUD from 3 in suits								
v. suit contracts	<u>AK</u>	<u>AKx</u>	<u>AKxx</u>	<u>KQJ</u>	<u>KQ10</u>	<u>KQx</u>	<u>KJ10</u>	<u>K109</u>
	<u>QJ10</u>	<u>QJx</u>	<u>J10x</u>	<u>109x</u>	<u>10xx</u>	<u>10xxx</u>	<u>987x</u>	
	<u>xx</u>	<u>xxx</u>	<u>xxxx</u>	<u>xxxxx</u>	<u>Hxx</u>	<u>Hxxx</u>	<u>Hxxxx</u>	<u>Hxxxxx</u>
v. NT contracts	<u>AKx(x)</u>	<u>AKJ</u>	<u>AJ10</u>	<u>KQJ</u>	<u>KQ10</u>	<u>KQx</u>	<u>KJ10</u>	<u>K109</u>
	<u>QJ10</u>	<u>QJx</u>	<u>J10x</u>	<u>109x</u>	<u>10xx</u>	<u>10xxx</u>	<u>987x</u>	
	<u>xx</u>	<u>xxx</u>	<u>xxxx</u>	<u>xxxxx</u>	<u>Hxx</u>	<u>Hxxx</u>	<u>Hxxxx</u>	<u>Hxxxxx</u>
Other agreements in leading, e.g. high-level contracts, partnership suits: <b>Ace attitude, K for count; Strong K Strong 10 v NT</b>								
CARDING METHODS								
	Primary method v suit contracts <u>and</u> NT contracts							
On Partner's lead	<i>Attitude</i>							
On Declarer's lead	<i>Count: high = even no; low = odd no or neutral</i>							
When discarding	<i>High encourage, low discourage</i>							
Other carding agreements, including secondary methods (state when applicable) and exceptions to above								
<i>Discards tend to be in suits which you do not particularly want partner to lead or in which high cards are not held and sometimes show distribution.</i>								
Suit preference signals: <i>High = higher ranking other suit, Low = lower ranking other suit</i>								
SUPPLEMENTARY DETAILS (2)								
8. They bid 1N. We double. Thereafter.. suit is weak. 1st double of 1st natural bid is take-out.								
They bid 2H. 3H asks for stop in suit. 4 minor shows that minor & other major (5-5)								
9. Responses to overcalls:								
a. Responder passes or doubles: new suit is forcing; cue bid shows a high card raise other raises are based on distribution rather than strength								
b. Responder raises: new suit is forcing, cue bid = a good raise; double Rosencranz								
c. Responder bids a new suit: new suit is forcing; cue of opener's suit shows a good raise								
10. 2 suited overcalls: 1m 2m = 5+ -5+ in majors; 1M-2M = 5+ -5+ in other major and a minor								
10. Inverted Minors: Forcing to 3 minor. 1 minor, 2 minor, 4 minor: RKCB. Next suit: K ask. 1D 2c forcing to 3N. So 2C only with game –hand. Otherwise 1D-2N (11-12)								
11. 1♥ 1♠ (overcall) 2x Dble = raise with A or K. 2♠ other raise. 3♠ other raise without A or K.								



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GENERAL DESCRIPTION OF BIDDING METHODS			
ACOL – 4 card majors, weak NT, weak 2 ♦/♥/♠			
1NT OPENINGS AND RESPONSES (NOTE 7)			
Strength	12 to 14	Tick if artificial and provide details below <input type="checkbox"/>	
Shape constraints	note 5a	Tick if may have singleton <input type="checkbox"/>	
Responses	2♣	Stayman – note 5b	
2♦	Transfer to hearts	2♥	Transfer to spades
2♠	11 pts or Transfer to minor	2NT	12 points. Resp. Bid 5 card major
Others	3♣: Puppet Stayman. 3♦/♥/♠: Game force / slam invite. Responses: 3N = no interest (2 hearts) or Cue bid or 4H = No interest (3-4 hearts)		
Action after opponents double	2♣ Stayman. 2♦ & 2♥ Transfer. Redouble: Transfer to a minor. Pass: opener must redouble. Responder bids lowest 4 card suit. Note: 1N P P X P P: System off, natural bidding.		
Action after other interference	Natural, penalty doubles at 2 level, Take-out at 3 level. Lebensohl – via 2NT (slow) shows stopper		
TWO-LEVEL OPENINGS AND RESPONSES			
Meaning		Responses	Notes
2♣	Game forcing or 23+ balanced	2♦ 4+. 2♥ 0-3; Suit: 2 of top 3 honours & 7+ 2N = ♥ suit	
2♦	Weak 2, 5-9, usually 6 card suit	3♣ weak suit, weak points	
2♥	As above	3♦ good suit, “ “	3N - AKQxxx
2♠	As above	3♥ weak suit, good points	
		3♠ good suit, “ “	
2NT	20 – 22; 3♣ 5 card major Stayman, 3♦/♥ transfers; 3♠ 5S + 4H Over 3♦ 4 card majors. Responder bids suit hasn't got or 4♣ both majors 2N 3D 3H 4N quantitative & 5 Hearts. Bid another suit then 4N has set suit. 2 under transfers at 4 level. 4♣ Hearts, 4♦ Spades: 4♥ Clubs 4♠ Diamonds		
OTHER ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE			
(Please include details of any agreements involving bidding on significantly less than traditional values).			
Lebensohl responses after Reverses			