

OTHER OPENING BIDS							
	HCP	See Note	Min length	CONVENTIONAL MEANING	SPECIAL RESPONSES	Notes	
1♣	11+	<input type="checkbox"/>	4(2)	Only 2 if 1 <sup>st</sup> /2 <sup>nd</sup> nv	2N=very poor club raise with 5+♣ inverted 2♣; splinters	7	
1♦	11+	<input type="checkbox"/>	4		2N=very poor♦ raise. Inverted 2♦; splinters		
1♥	11+	<input checked="" type="checkbox"/>	4		2N = raise to 3 or 5; 3N=gf raise;splinters	2	
1♠	11+	<input checked="" type="checkbox"/>	4		2N = raise to 3 or 5; 3N=gf raise;splinters		
3 bids	-	<input type="checkbox"/>	6	3♣/3♦= good 6 card suit 10-14 points (except 3 <sup>rd</sup> nv) 3♥/3♠=Pre-empt, 3N = Gambling (no outside A or K)			
4 bids	-	<input type="checkbox"/>	7	4♣/4♦=♥/♠	Next step=slam-try over 4m		
*(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 (e.g. light openings in third seat) 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			Nat, 5+ cards		2N = M value raise, UCB, jump Q = mixed raise, Fit jumps.		
Jump overcall			Weak 5+ cards (strong if vul)				
Cue bid			Michaels 5/5				
1NT	Direct:	15 - 18		As for 1NT opening			
	Protective:	11 - 14					
2NT	Direct:	UNT, 2 lowest		As for 2NT opening			
	Protective:	19 - 21					
OPPONENTS OPEN			DEFENSIVE METHODS			Notes	
Strong 1♣			X = Majors, 1NT=minors: 2C and above as defence to 1NT				
Short 1♣/1♦			X = take out if 0/1 otherwise treat as natural				
Weak 1NT			}	X = pen 2♣ = ♥+ other 2♦ = ♠ + other 2♥/2♠ = nat , 2N/3x=transfers			6
Strong 1NT							
Weak 2			X = T/O + Leb, 2N = 16-18. Leaping Michaels				
Weak 3			X = Take Out.				
4 bids			X = pen (can be passed), 4N = 2 suiter, strong				
Multi 2♦			X = 13-16 bal. or 17+suited, 2N = 16-18 bal., 2/3 M nat NF				
SLAM CONVENTIONS							
Name		Meaning of Responses			Action over interference		
RKCB		0/3, 1/4, 2/5, 2/5 + Q, 2 + useful void 6 suit = 1 + void bid suit, 6T = 1 + higher void			DOPI / ROPI		
Exclusion RKCB		As above			DOPI / ROPI		
King ask		Two steps over Blackwood response asks for explicit kings					

COMPETITIVE AUCTIONS				
Agreements after opening of one of a suit and overcall by opponents				
Level to which negative doubles apply			3♠	
Special meaning of bids			2N = fit with 4 support, Q = mixed raise	
Exceptions / other agreements				
Agreements after opponents double for takeout				
Redouble	Values / Pen	New suit	Forcing	Jump in new suit    Fit Jump
Jump raise	Pre-empt	2NT	Sound raise	Other
Other agreements concerning doubles and redoubles				
Generally t/o until we find a fit. Game try at 3-level when opps bid 3 of suit below ours.				
Of 2-suited o/c generally suggest penalty, further doubles are penalty.				
Doubles after we double 1N are pen (forcing pass < 2♥).				
Double for takeout over nat intervention over opening 1NT				
OTHER CONVENTIONS				
Lebensohl (FADS)		KOKISH 3	Wolff signoff over 2N rebid	
Checkback Stayman over 1N rebid when club short else as if opened 1N [system on]				
4SF to game if above 2N. 1 round force otherwise				
Removal of 3N to 4m is RKCB;				
When 3NT is bid over opponents weak 3 opener, 4C asks = 5 card Stayman				
SUPPLEMENTARY DETAILS				
(Please cross-reference where appropriate to the relevant part of card, and continue on back if needed).				
1. Direct Seat: Pass forces XX. To play or ♠+other, XX=1 suit. 2♣/2♦=that suit+red suit; 2♥/2♠=M+minor constructive; Indirect, Pass=NF, 2x=x+higher suit, XX=1 suit				
2. 1M-2N = raise to 3/5. Responses: 3x=long suit trial or advanced cue, 3M=minimum; 3♠ or 4x= shortage				
3. KOKISH 2♣-2♦-2N = 23-24 bal. 2♣-2♦-2♥ = GF with ♥'s OR 25-26 bal. 2♠ relay clarifies.				
4. 2♦-2N: 1 <sup>st</sup> /3 <sup>rd</sup> nv 3♣/3♦=6 card ♥/♠ (relay asks range) ;3♥/3♠=5 cards in ♥/♠, 3N=20-22; 4♣/4♦=strong with minor. Other positions: 3♣/3♦=good suit in ♥/♠ (relay asks strength); 3♥/3♠=bad suit in ♥/♠				
5 3♣= shortage - non-min, then 3♦ asks (up the line). 3♦= any 4cm, non-min then 3♥ asks				
6. 2♠=4 hearts – either other 5 card suit or 4-4 in majors or 1444 or 55 in majors (weak); 2♦=4 spades – either with 5 card other suit or 4144. 2♥/2♠=natural; 2N and 3x=transfers (either one suit or strong two suiter; 3♠=solid suit and nothing else				
7. when 1♣ may be short , over 1♠ intervention, 2♣ and 2♦ are transfers and -2♥ is nf.				

OPENING LEADS 4 <sup>th</sup> (promises ten or better) or 2 <sup>nd</sup> from poor						
(For all the card combinations shown, mark <b>in red</b> the card normally led if different from the underlined card).					(Hatch over this box if using non-standard leads).	
v. suit contra cts	<b>A</b> <u>K</u>	<b>A</b> <u>K</u> x	<b>K</b> <u>Q</u> 10	<b>K</b> <u>Q</u> 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 contra cts	<b>A</b> <u>K</u> x ( <u>x</u> )	A <u>J</u> 10 x	<b>K</b> <u>Q</u> 10	<b>K</b> <u>Q</u> 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:-						
Ace & Queen leads ask for Attitude, King asks for count.						
If leading partners suit: Attitude if support shown, else count						
CARDING METHODS						
	Primary method v suit contracts			Primary method v NT contracts		
On Partner's lead	Current Count (Hi = Even) or if requested Attitude (Hi = Encourage)					
On Declarer's lead	Current Count (Hi = Even, Lo = Odd)					
When discarding	McKenney					
Other carding agreements, including secondary methods (state when applicable) and exceptions to above						
McKenney suit preference when obvious						
Peter in trumps suggests a side suit ruff [or maybe suit pref]						

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GENERAL DESCRIPTION OF BIDDING METHODS			
Acol, Multi 2♦, 2♥/2♠=constructive 6 card suit (7-11 points) Variable NT 10-12 1 <sup>st</sup> /2 <sup>nd</sup> nv and 10-14 3 <sup>rd</sup> Fav.Vul else 12-14			
1NT OPENINGS AND RESPONSES			
Strength	10-12 1 <sup>st</sup> /2 <sup>nd</sup> nv else 12-14	10-14 3 <sup>rd</sup> fav n/v	Tick if artificial and provide details be
Shape constraints	5CM, 6Cm possible		Tick if artificial and provide details
Responses	2♣ Stayman		
2♦	5+ Hearts	2♥	5+ Spades
2♠	6+ Clubs (bid next suit with Hxx)	2NT	6+Diamonds (bid next suit with Hxx)
Others	3 bids 5+ slam try		
Action after opponents X	Modified Houdini (1)		
Action after other interference	Double = take out, Lebensohl (FADS)		
TWO-LEVEL OPENINGS AND RESPONSES			
Meaning		Responses	Notes
2♣	23+ bal or GF unbal or 9+ tricks (any)	2♦ = negative or waiting, suits = 7/8+ hcp decent suit, X=values	3
2♦	Weak, ~4-8 hcp ♥ or ♠, maybe 5-cards in 1 <sup>st</sup> or 3 <sup>rd</sup> if non vul or 20-22 bal with 5CM or 9 PT minor	2N= enquiry; 2M/3M=POC	4
2♥	Weak, ~7-11 hcp; 6 card suit	2N= enquiry	5
2♠	Weak, ~7-11fbn hcp; 6 card suit	2N=enquiry	5
2NT	20-22 semi bal. (stiff A poss)	3♣ 5 card Stayman; RredSuitTransf; 3♠ =transfer to 3N; 4♦=♥; 4♥=♠	
OTHER ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE			
(Please include details of any agreements involving bidding on significantly less than traditional values).			
Variable nt [Mini]; 1♣ can be short 1 <sup>st</sup> /2 <sup>nd</sup> nv and 3 <sup>rd</sup> n/v, otherwise 4cM 3m is 10-14 with good 6 card suit;2♦=multi;2♥, 2♠=constructive weak twos			