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GENERAL DESCRIPTION OF BIDDING METHODS

Natural, Acol-like (4-card majors), three weak twos

1NT OPENINGS AND RESPONSES

Strength 12-14; 11-14- (3rd/4th) Tick if artificial and provide details below

Shape constraints 4333/4432/5m332/(5M332) Tick if may have singleton

Responses 2♣ Stayman; promises at least one 4-card major, could be weak

2♦ Transfer to hearts 2♥ Transfer to spades

2♠ Asks max/non-max; or to play 3m 2NT Invite (stronger than 2♠)

Others natural; 3 of a suit is a forcing slam try

Action after opponents double Modified Helvic (see note 4)

Action after other interference Lebensohl (slow shows); X=9-11, 2 cards in their suit

TWO-LEVEL OPENINGS AND RESPONSES

Meaning	Responses	Notes
2♣ ART GF, approx 21+	2♦ waiting, 2NT=8+ inc. 2 Kings	
2♦ 6-9(11), (5)6+ diamonds	2NT = Ogust	
2♥ 6-9(11), (5)6+ hearts	2NT = Ogust	
2♠ 6-9(11), (5)6+ spades	2NT = Ogust	
2NT 20-22, balancedish	Puppet Stayman, transfers	

OTHER ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE

(Please include details of any agreements involving bidding on significantly less than traditional values).

Opening bids can be as weak as 10 if shapely.

Third-hand openings can be very light (especially pre-empts).

Jump overcalls can be very weak (lower minimum than a weak two).

Our overcalls over your strong bids can be very aggressive.

OTHER OPENING BIDS

	HCP	see Note *	Min length	CONVENTIONAL MEANING	SPECIAL RESPONSES	Notes
1♣	(10)12	<input checked="" type="checkbox"/>	4			1
1♦	(10)12	<input checked="" type="checkbox"/>	4			1
1♥	(10)12	<input checked="" type="checkbox"/>	4			1
1♠	(10)12	<input checked="" type="checkbox"/>	4			1
3 bids	*	<input checked="" type="checkbox"/>	(6)7			2
4 bids	*	<input checked="" type="checkbox"/>	7			2

*(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	5+ cards in suit bid, 9+ HCP	Cue = 10+, 4 card support	
Jump overcall	Weak (6+ cards in suit bid, 0-8 HCP)		
Cue bid	5+/5+ in two highest-ranked suits		
1NT Direct: Protective:	15-18 11-15	Identical to 1NT opening	
2NT Direct: Protective:	5+/5+ in two lowest-ranked suits		
OPPONENTS OPEN WITH	DEFENSIVE METHODS	SPECIAL RESPONSES	Notes
Strong 1♣	Natural but very aggressive		
Short 1♣/1♦	Treat their bid as natural		
Weak 1NT	Lionel (see notes)	see note 3	3
Strong 1NT	Lionel (see notes)	see note 3	3
Weak 2	X = takeout	Lebensohl after partner's takeout X	8
Weak 3	X = takeout		
4 bids	X of 4♠ = PEN, otherwise takeout		
Multi 2♦	X = ♦; X later = T/O of suit bid		

SLAM CONVENTIONS

Name	Meaning of Responses	Action over interference
RKCB 1430 (note 5)	5♣ = 1 or 4; 5♦ = 3 or 0; 5♥ = 2; 5♠ = 2+Q	DOPI; DEPO if 5suit unavailable
4 of other minor = RKCB	step 1 = 1 or 4, step 2 = 3 or 0, etc.. (note 7)	
5NT natural slam try	Can be passed; anything else is to play	X = penalty
Strong jump shifts	Natural	Cue = support partner
Jacoby 2NT (note 6)	4M = min, 3M forcing, jump = splinter	

COMPETITIVE AUCTIONS

Agreements after opening of one of a suit and overcall by opponents

Level to which negative doubles apply	4♥ if partner's suit is unknown; 2♠ if partner has a known suit
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Special meaning of bids	Cue bid = 10+ points, support (negative inference for raises)
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Exceptions / other agreements	
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Agreements after opponents double for takeout

Redouble	strong no fit	New suit	NAT, forcing	Jump in new suit	NAT, GF
Jump raise	4+, 6-8	2NT	Limit raise	Simple raise	=3, 6-8; or 4+, 0-5

Other agreements concerning doubles and redoubles

An enemy XX never changes the meaning of our bid (so passing it is always penalty).

Negative double by opener shows 15+, 5+ cards in opener's suit, 3+ cards in suits unbid by opponents.

If we imply a suit with a takeout double, and the opponents bid that suit, our double of that suit is penalty.

OTHER CONVENTIONS

4th suit is game forcing; a notrump reply shows a stop in the 4th suit, other bids are natural.

A double jump shift over an opening bid, or a jump cue in competition, is GF with a shortage in the suit bid.

Trial bids are enabled if one partner shows a suit and the other partner's next bid is the same suit.

Between 2 and 3 of our suit, trial bids show invitational+ strength, and a weak side suit (at least 2 losers).

Above 3 of the agreed suit, trial bids show an Ace or void (then a King/singleton at the next level up).

Opening or overcalling 3NT shows AKQxxxx in a minor + a side Ace + not much more.

An unexplained bid of 3 of the opponents' suit is normally looking for a stopper for 3NT.

If opener rebids their suit then responder rebids their suit, this is natural and forcing.

XY Notrump: If opener rebids 1NT, 2♣ is ART INV forcing 2♦, 2♦ is ART GF, 2M to play, 3x forcing.

SUPPLEMENTARY DETAILS

(Please cross-reference where appropriate to the relevant part of card, and continue on back if needed).

(1) We can open any 12-count (sometimes 4441s are passed), and 10-/11-counts with at most 7 losers.

(2) Our pre-emptive openings are based on the number of tricks we expect to win in hand, not on HCP:

(2) - At the 3 level: favourable vulnerability: 5 tricks, equal: 6 tricks, adverse: 7 tricks;

(2) - At the 4 level, usually 8 tricks are required (sometimes only 7 at favourable vulnerability);

(2) - In third hand, almost anything goes (partner will typically raise only with length).

(3) Lionel defence to 1NT:

(3) - 2M is natural but wide-ranging (~6-15), and is often bid on just five cards (regardless of strength).

(3) - 2m shows both the suit bid, and hearts. 4+ cards in each, 10+ HCP nonvul, 13+ HCP vul.

(3) - X shows spades + any other suit. 4+ cards in each, 10+ HCP nonvul, 13+ HCP vul.

(3) Replies to Lionel X: 2♣, 2♦ = both pass or correct (after 2♦, opener with ♣+♠ corrects to ♠)

(3) Replies to Lionel X: 2♥ = 3 spades, more hearts, 2♠ = natural, 2NT = ask second suit, jumps invitational.

OPENING LEADS

For all the card combinations shown, clearly mark the card normally led if different from the underlined card.

Hatch over or shade this box if using non-standard leads.

	A K	A K x	K Q 10	K Q x	K J <u>10</u>	K <u>10</u> 9	Q J 10
v. suit contracts	Q J x	J 10 x	10 <u>X</u> x	<u>10</u> <u>9</u> x	9 8 7 x	10 <u>X</u> x x	H x x
	H x x x	H x x x <u>X</u>	H x x x x <u>X</u>	x x	x x x	x x x x	x x x x x
v. NT contracts	A K x (x)	A J <u>10</u> x	K Q 10	K Q x	K J <u>10</u>	K <u>10</u> 9	Q J 10
	Q J x	J 10 x	<u>10</u> <u>X</u> x	<u>10</u> <u>9</u> x	<u>9</u> 8 7 x	<u>10</u> <u>X</u> x x	H x x
	H x x x	H x x x x	H x x x x x	x x	<u>X</u> x x	<u>X</u> x x x	<u>X</u> x x x x

Other agreements in leading, e.g. high level contracts, partnership suits:-

10 is not normally treated as an honour early. It may be treated as an honour later or to reduce ambiguity.

The card lead on the second round of a suit broadly follows NT rules, even against a suit contract.

CARDING METHODS

	Primary method v. suit contracts	Primary method v. NT contracts
On Partner's lead	Reverse attitude (low=like)	Reverse attitude (low=like)
On Declarer's lead	Suit preference	Suit preference
When discarding	Reverse attitude (low=like)	Reverse attitude (low=like)

Other carding agreements, including secondary methods (state when applicable) and exceptions to above

On the lead of a King, or the highest card remaining if not an Ace, we give suit preference, not attitude.

We normally signal the same thing repeatedly with a strong hand, and signal inconsistently when weaker.

Signals are always suit preference if anyone is known (sometimes, even suspected) to be void in the suit.

Our second discard in any given suit is suit preference (might not be given if partner already knows).

SUPPLEMENTARY DETAILS (continued)

(4) Modified Helvic escape from 1NT X (or from 1NT overcall, if doubled):

(4) - 2♣ = both minors or minor 4333, 2♦ = both reds, 2♥ = both majors,

(4) - XX shows a long suit; partner bids 2♣ then redoubler places the contract,

(4) - Pass = m+M, major 4333 or penalty XX; partner will usually redouble (but can show a long suit).

(4) - After pass and XX, ♦ = diamonds + spades, ♣ = major 4333 or clubs+major (2♦, 2♥ both ask major).

(5) Keycards = Aces, + K of agreed suit (or our most recently bid major, if no suit is agreed).

(5) We do not show the Q if this suit is hearts. A cheap unbid suit bid asks about the Q, if unknown.

(5) Replies to Q ask: 5 agreed suit = no Q, 6 agreed suit = Q but no Kings, otherwise specific Kings.

(5) 4NT then 5NT may be used to ask for specific Kings directly (then suit rebids ask for the King bid).

(5) An unexpected new suit (not cheapest) after a 4NT response shows a stop and is looking for 6NT.

(6) We use Jacoby 2NT with a fit for partner's major, no shortness, and a hand worth 13+ HCP.

(7) If we have bid one minor but not the other, then a bid of 4 of our unbid minor is RKCB for our bid minor.

(8) Our bidding after a natural 2NT overcall of a weak 2 is the same as after our natural 2NT opening.

