			0	THER OPENING B	IDS		
	HCP	see Note	Min length		NTIONAL NING	Notes	
1.	10-20		4) 1X-3X pre, 1♣-2♦ 1	7		
1♦	10-20		4) 1X-2M weak (+blue c	lub), 1X-2N cons F3m	7	
1♥	10-20		4) double jump=splinter	7		
1♠	10-20		4	1M-3♣ inv, 1M-3♦ bergen	7,13		
3 bids	3-9		6				
4 bids	3-9		6				
agreemer	nts involvin tails under	g differe Supple	ent values in mentary De	particular positions (e.g. ligh ails).	ick box if you have any special t openings in third seat) and inc	lude	
ODE				THODS AFTER OF			
OPPONENTS OPE NATURAL ONE OF A				CONVENTIONAL MEANING	SPECIAL RESPONSES	Notes	
Simple overcall			6-15, 5+ CARD UCB, FJ, SPLIN			1,13	
Jump overcall			weak in context				
Cue bid			Michaels (W/S)				
1NT	Direct: Protec		15-17, 11-14 as 1N opener				
2NT	Direct: Protective UNT,			-21	prot as over 1N		
OPPONENTS OPEN WITH			DEFENSIVE METHODS			Notes	
Strong 1.			dbl=M/M, NT=m/m				
Short 1♣/1♦			treat as natural initially				
Weak/Strong 1NT			2♣=M/M 2♦ asks, 2♦= one M, 2M= 5M/5m 2N/3♣ ask (2N stronger				
			2♣=3M= distributional try, 2♣-2♦-2M-o/M = try on values dbl+leb'l. leapingMichaels NF 2				
Weak 2			dbl+leb'l, leapingMichaels NF				
Weak 3			dbl = TO				
4 bids			dbl = TO dixon 2M=TO of o/M, 2N=leb; pass+dbl=TO, dbl+dbl=pens; 3M=IJO				
Multi 2	•)	
				SLAM CONVENTIO	NS		
Name			Meaning of Responses Action over inte				
RKCB			30/41				
			1				

		COMPETITI	VE AUCTIOI	NS.		
Agreements	after opening		and overcall b			
	th negative do		promises 4o/M thru 2♠, TO above (4)			
Special mear		117	min=F1, jumps in oppts suit = spl, FJ else			
-	other agreeme	ents	Tilli-i 1, jumps in opple suit – spi, i o cisc			
			koout			
Redouble	punitive	ts double for ta	F1	lump pour quit		
				Jump new suit as without dbl		
Jump raise	pre	2NT	cons	Other		
Other agreer	nents concern	ing doubles an	d redoubles			
responsive d	oubles = two p	laces to play				
				u 2 (>2 TO)		
Other double	s: doubles (an	d last train), lio	ghtner, lead-dir	recting, rosenkranz doubles		
		OTHER CO	ONVENTION	S		
2N is NF, FG 2. protection 3. defence to	else mandatory at Michaels/UN	1-level, usual	at 2-level if sh	st-bid suit at the 2-level is NF, ort in opts suit inv in ♥, 3♦ 5card♠		
1♥-(2♥)-2♠				······		
				situation, FG else 4M bal 15+, 4m spl, 4M min/poor		
				n) or 3♠ (max, FG) with 4 card ♠ if		
			4M/>5m, respond			
7. dbi oi oliong		·	ITARY DETA			
	•	OUPPLEIVIEN	IIAKI DEIA	AIL5		
but (1M)-2n 2. "fast show 3. (3♥)-4m	n-(P)-2N natur s"; (2M)-3M as 5 bid m and 5	al sks for M stopp o/M; (3♣)-4♣=	er :M/M, (3♣)-4◆	4 card raise cons = • +M, also (3 •)-4.		
				ard. 1m-(1♥)-1♠ = 5+♠		
				3 ◆ = checkback		
			p par. over stri	NT or if passed=suit		
	M/m >15 hcp,		••/▲/NT.2• 2▲-			
				-5 ▼/3 ♠ 12-14, 2N=14, 3N=15-16 non-positional holding in tfr suit		
U. IIN-(F)-II-(∧)-CC	лпрісіс- э+, разз -	· ∠, icopuliudi o id-l	ıı. UDELLEL 3 IUL — 3+1	ann-masun na manna 111 H SHII		

			OPENING L	EADS				
	I the card comb		Hatch over or shade this box if using non-standard leads.					
v. suit contracts	<u>A K</u>	<u>A K</u> x	<u>K Q</u> 10	<u>K 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>	10 <u>9</u> x	9 <u>8</u> 7x	10 x x <u>x</u>	<u>H</u> 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	<u> </u>	x <u>x</u> x x		
	<u>A K</u> x (<u>x</u>)	A <u>J</u> 10 x	<u>K Q</u> 10	<u>K Q</u> x	K <u>J</u> 10	K <u>10</u> 9	<u>Q</u> J 10	
v. NT contracts	<u>Q</u> J x	<u>J</u> 10 x	10 <u>x x</u>	10 <u>9</u> x	9 <u>8</u> 7x	10 <u>x</u> x <u>x</u>	<u>H</u> x <u>x</u>	
> 0	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	<u> </u>	x <u>x</u> x x		
Other a	uareements in	leading e	g. high level co	ontracts		suits:-		
			rse count. If kno				ength	
			f supported, low					
		C	CARDING ME	THOD	S			
		Primary n	Primary method v suit contracts			Primary method v NT contracts		
On Partner's lead		rev count/att/mckenney		rev count/att/mckenney				
On Declarer's lead		rev count/att/mckenney		rev count/att/mckenney				
When discarding		rev count/att/mckenney			rev count/att/mckenney			
Other ca		ents, includinç	g secondary met	hods (sta	ite when appl	icable) and e	exceptions	
xxxx –	lead 2 nd , follo	w 4th						
xxxxx –	lead 2 nd , follo	ow 3rd						
where o	declarers suit	length is kr	nown – suit pre	ference	, even on le	ad		
show o	riginal count.	strong 10s	(one higher h	not J) th	roughout, el	se 9 from 7	Г9х	
	S	UPPLEMI	ENTARY DE	TAILS	continue	d)		
			ver transfer bro					
			. reverse over					
			I, jump is there					
			suit asks for tru	ımp Q –	bid 6 with C	or suit at		
	el with feature				···			
			6 ♦ =2+extra lei	ngth, 7si	uit = 3			
	2N-3 ♣ -3M=b							
13. 1M-	-(any)-2N = 4	card raise	bergen, similaı	ly (any)	·1M-(any)-2	N		

14. good/bad 2N over (2M) (only opener's 2nd bid, responder's 1st bid)



Name Roger Gibbons (YC 346, AoC 1761)

EBU 75530

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Partner Alan Kay

GENERAL DESCRIPTION OF BIDDING METHODS BENJ ACOL, WEAK NT, 4 CARD M **1NT OPENINGS AND RESPONSES** Tick if artificial and provide details below 12-14 Strength Shape constraints Tick if may have singleton Responses 2* stayman, poss M 1-suiter slam try (3) 2 • 2♥ 2♠ bal game/slam try 2NT to play in 3m, 3*=P/C (12) 3m invitational, 3M pre, $4 \clubsuit$ gerber $(4 \blacklozenge = 0/3, 4 \blacktriangledown = 1/4, 4 \spadesuit = 2)$, $4 \spadesuit = M/M$ modified halmic i.e. pass F on opener Action after opponents double Action after other interference lebensohl (fast shows) TWO-LEVEL OPENINGS AND RESPONSES Meaning Notes Responses 19-20 bal or 8PT any suit 2* 2 relay (99%) 2 • strongest bid 2 relay (99%) 2 🔻 weak 6 card, 5-9 hcp blue club 2♠ weak 6 card, 5-9 hcp blue club 2NT 21-22 3. ≠=5 card stayman 2 1. 2♣-2♦-2M/3m – NF. 2♣-2♦-2M-3M FG cons. 2♣-2♦-2M-newsuit F1. 2♣-2♦-2N=25-27 FG. 2♣-2♦-2♥-2A(forced)-2N=19-20, a bid other than 2N shows strong ♥ hand 2. 2N-3 - 3 = 24 card M or 3 = 24 card M or 3 = 24 or 3 = 44 or 3 = 24 (then 3N = 34), 3N = 443 = 4 → -- with interest only in 5M, bid 3 ✓ first and over 3S ♠ (obligatory), bid 3N 2. 2N-3♣-3N = no 4 or 5 card M 2. 2N-3 ♠ = m/m, 2N-4 ♣ gerber, 2N-4 ♦ = M/M 3. 1N-2 -2X-3M slam try, 1N-2X(tr)-(tr)-jump shift = self-agreeing splinter M slam try.

Both players of a partnership must have identically completed convention cards. Cards must be exchanged with opponents for each round.

new suit after transfer = FG. 1N-2♣-2♥-2♠=weak try with 4♠, 2N=strong try NFG with 4♠