#### OTHER OPENING BIDS

	HCP	min	Conventional meaning	Special responses Notes
1*	11-+	2		Inverted minors, 3C is weak, bids after . 1C,2C show stoppers
1•	11+	4		2/1. Inverted minor, 1NT 5-10, 2NT 10-12
1♥	11+	5		2NT game force, splinters, Bergen, semi forcing 1NT, 2/1
1 &	11+	5		2NT game forcing splinters, Bergen, semi forcing 1NT, 2/1
3 bids	< 10	6/7	Maybe 6 in 3rd pos	
4 bids		7/8	Maybe 7 in 3rd pos	

### **DEFENSIVE METHODS AFTER OPPONENTS OPEN**

They open nat. 1♣/◆/◆/♠	Conventional meaning	Special responses	Notes
Simple overcall	Wide-ranging from 8-15 points	UCB 10+ w 3card support, 2NT with 4 card support	10.
Jump overcall	6 cards weak		
Cue bid	CRO: Cue = 5-5 same colour, 2NT = same rank, 3C = two other weak or strong		
1NT (direct or protective)	15-17 (11-14 in protect pos)	Systems on	
2NT (direct or protective)	CRO weak or strong		
They open with	Defensive methods	Special responses	Notes
Strong 1♣, short 1♣/1♦	X=majors, 1NT = minors, Wk jump overcalls		
1NT (weak or strong)	X=15+, 2C = maj, 2D = 6 card suit, 2H = H+min, 2S = S+min		
Weak two/three/four	X=values	Lebensohl 2NT <7	
Multi 2◆	X=t/o 2NT overcall =16+		

#### **SLAM CONVENTIONS**

SEAW CONVENTIONS								
Name	ne Meaning of responses							
Roman Key	card Blackwoo	d 3041,			DOPI ROPI			
		COMPET	TIVE AUCTIO	NS				
	Agreements afte	er opening of c	one of a suit and	overcall by oppon	ents			
Level to which	h negative double	s apply	3 Spades	3 Spades				
Special mean	ning of bids		UCB	UCB				
Exceptions / o	other agreements							
	Agree	ements after o	pponents double	e for takeout				
Redouble	9+ (no fit)	New suit	forcing	Jump in new suit	Non forcing			
Jump raise	Pre-empt	2NT	Good raise	Other				
Other agreements concerning doubles and redoubles								
OTHER CONVENTIONS								

Fourth suit forcing at 2 level forcing 1 round. 3level g.f. Long Suit trial bids

### SUPPLEMENTARY DETAILS

- 1. after 2C opening 2NT rebid is 24-25 balanced, 3NT rebid is 26+
- 2. after 2D opening 2N asks opener to describe their hand. 3C = 8-9 with H, 3D = 8-9 with S, 3H = 5-7 with H, 3S = 5-7 with S, 3N = balanced 22-23, with 4441 opener bids suit below singleton, responder bids singleton for range asking. Step response
- 3.After rebid of 2N after 2C or 2D 3C = puppet Stayman when opener responds 3D shows 4 card major/s, asker inverts the one held or 4D with both Rebid of 2N after 2C or 2D may include a singleton
- 4. Non-promissary Stayman. May not have a four card major. 2C, any bid, 2NT shows 8/9 invitational
- 7. GF Jacoby: After 2NT, opener bids 4 with 11-14, shows single/void at 4 level, shows four card suit at 3 level, 3NT=15-17, 3 maj = 18+
- 8. Lebensohl over 1NT overcall: Any bid at the 2 level is to play. Any direct bid at the three level is forcing. Any bid via 2NT at the three level is to play unless a two level bid in the suit could have been made when it is invitational. Double shows values.
- 9. Bergen 2H/S = 3 card supp 5-9, 3C= 3 card supp 10-12, 3D= 4 card supp 10-12, 3H/S= 4 card support, 4-7 2NT 4 card supp 13+ see note 7.
- 10. Over an overcall, 2,3,4Maj or weak to the level of the fit. 2NT shows four card support and a good raise to three. 3NT is to play X is negative. UCB is 10+ = good raise to three with three card support.

## OTHER ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE

1NT rebid = 11-14, Responses: two way checkback, 2C is a puppet and is invitational, 2D is game forcing

2NT rebid = 18-19. Responses: two way checkback

May open light in 3<sup>rd</sup> position after two passes. Drury 2C = 3 support and 9+ 2D = normal opening hand is constructive.

RST may be broken to a doubleton with 4 and maximum points.

T/o doubles may be converted to penalty, Penalty doubles may be taken out.

4 <sup>th</sup> highest.							
	<u>A</u> K	A <mark>K</mark> x	<u>K</u> Q 10	KQx	K <u>J</u> 10	K <u>10</u> 9	<mark>Q</mark> J 10
v. suit	<mark>Q</mark> J x	<u>J</u> 10x	10 <mark>x</mark> x	10 <mark>9</mark> x	9 <mark>8</mark> 7 x	10 <u>x</u> x x	H x <u>x</u>
Suit	H x x <u>x</u>	H x x <mark>x</mark> x	H x x <mark>x</mark> x x	<mark>x</mark> x	x <mark>x</mark> x	x <mark>x</mark> x x	
	<u>A</u> K x ( <u>x</u> )	A <mark>J</mark> 10x	<u>K</u> Q 10	KQx	K <u>J</u> 10	K <u>10</u> 9	<mark>Q</mark> J 10
v. NT	<mark>Q</mark> J x	<u>J</u> 10 x	10 <mark>x</mark> x	10 <mark>9</mark> x	9 <mark>8</mark> 7 x	10 x x <u>x</u>	H x <u>x</u>
141	Hxx <mark>x</mark>	H x x <mark>x</mark> x	H x x <mark>x</mark> x x	<mark>x</mark> x	x <mark>x</mark> x	x <mark>x</mark> x x	

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

## **CARDING METHODS**

	Primary method v. suit contracts	Primary method v. NT
On Partner's lead	Rev Attitude	Rev Attitude
On Declarer's lead	Reverse Count low, high = even	Rev Count
When discarding	Roman, odd card is encouraging, high even card may indicate higher suit, low even card may indicate lower suit	Roman

Other carding agreements, including secondary methods and exceptions to above

May mis-card occasionally, some cards may indicate a suit preference.

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### June 2020

## General description of bidding methods

# 5 card majors with a multi 2D and 2/1

# 1NT openings and responses

Strength	15-17	17 HCPs Tick if		tificial [	]
Shape constra	int		Tick if ma	ay have si	ngleton 🗌
Responses:	2*	Stayman note 4		2•	Transfer to ♥
	2♥	Transfe	er to 🛦	2	Transfer to ♣
	2NT	Transfer to ◆		3 level	FTG, slam interest
Action after oppone	ents doubl	le E	xit transfers		
A -4:			shanashi E/	NDC Note	0

## TWO-LEVEL OPENINGS AND RESPONSES

	Meaning	Responses	Notes
2*	Game force or 9 PT, 24+ balanced	2 ◆ relay, other responses are positive showing 2 of 3 honours or more, 2NT = 8+ balanced	
2♦	Multi: either 6 Spades or Hearts 5-9 or 22/23 balanced or 4441 16+	2H is non forcing relay, 2S = raise to 3H or 2S. 2N = see notes 2 and 3, with 4441 opener rebids suit below singleton.	
2♥	5-9, 5 card major, at least a 4 card minor	3C=pass or correct, 2N invitational, 3C = 5-7 with Clubs, 3D= 5-7 with Diamonds, 3H = 8-9 with Clubs, 3S = 8-9 with Diamonds, 3N = 5 card major & 4-4 in both minors	
2.	5-9, 5 card major, at least a 4 card minor	As above	
2NT	20-21	Transfers, puppet stayman 3S = minor suit stayman	