

OTHER OPENING BIDS				
	Length /HCP	see Note	Two Suited Hands	SPECIAL RESPONSES
1♣	4	<input type="checkbox"/>	HCP may be 10+ on 2 suited hands. 4-card suits: ♥ and anr. open ♥; with ♠ and anr. open the lower. With minors open the weaker. With 5 Spades and Clubs open clubs, with other 2 x 5 card suits open the higher.	After 1♥/♠: Jacoby ; Splinter bids After 1 (any) 3NT = a Pudding Raise 1♠-2♥ promises 5♥.
1♦	cards	<input type="checkbox"/>		
1♥	11-19	<input type="checkbox"/>		
1♠	HCP	<input type="checkbox"/>		
3 bids	7/5-9	<input type="checkbox"/>	*A 3NT opener = "Gambling 3NT"	
4 bids	8/5-9	<input type="checkbox"/>		
DEFENSIVE METHODS AFTER OPPONENTS OPEN				
AFTER OPPONENTS OPEN A NATURAL ONE OF A SUIT				Notes
Simple overcall	5+ card suit, 7-17 HCP			
Jump overcall	Weak 6 - card+ suit except in protective position or over opponents' weak bid			
Cue bid	Michaels'. (A jump cue bid asks for a stop)			
1NT	Direct position: A stop and 16-18 HCP Protective position. 11-15 HCP		Responses as for 1NT	
2NT/3NT (Unusual)	Direct Position: 10+HCP and 5/5 in lowest ranking unbid suits Protective position, 2NT = 17+ HCP balanced			
DEFENSIVE METHODS AFTER OPPONENTS OTHER OPENING BIDS:				
After Strong 1♣	Double – both majors. 1NT = both minors			
After Short 1♣/1♦	Dbl = lead directing, 2♣=natural (5 cards)		Asptro after a weak 1NT re-bid	
After "Better minor"	Dbl = Take out			
After 1NT	<ul style="list-style-type: none"> • Double = penalties, 16+ HCP (if weak NT) in 2nd position, T/O in protective position. • Asptro • Unusual 2NT 			
After Weak 2	Double=take out (2NT Lebensohl = weak response), A cue bid asks for a stop			
After Weak 3/4 bids	Double = take-out (may be a strong 2-suiter). 3NT to play. A cue bid of a minor shows both majors			
After Multi 2♦	Dixon			
SLAM CONVENTIONS				
Name	Meaning of Responses			
4NT = RKB	30-41			
5NT = Grand slam try	Small slam in the agreed suit = 1 trump honour; 7♣ = 2 trump honours			

COMPETITIVE AUCTIONS	
Agreements after Opener's LHO Overcalls	
<ul style="list-style-type: none"> • Negative Doubles apply up to and including 3♦. • A jump raise is pre-emptive; new suit jump is a fit jump. • An UCB is a good raise for partner (or asks for a stop in opponents' suit). A jump UCB is a splinter. 	
Agreements after Opener's LHO doubles for takeout	
<ul style="list-style-type: none"> • Redouble = 10+ HCP (normally < 3-card support for opener's suit) • New suit = natural and forcing • Jump in a new suit = Fit jump • Jump Raise = Pre-emptive • 2NT = Truscott (10+ HCP and 4-card support or better) 	
Other agreements concerning doubles and redoubles	
<p>Double of opponents' low-level conventional bid is lead directional with a good 5-card+ suit</p> <p>After LHO passes an opening bid, responder bids a new suit and RHO doubles for take-out then a bid of <i>re-double</i> by opener shows 15+HCP and <i>not</i> support for responder's suit. If opponents continue bidding any subsequent double is for penalties.</p>	
OTHER CONVENTIONS	
<ul style="list-style-type: none"> • Fourth Suit forcing • Unassuming Cue Bid (after an overcall or double of opponents' opening bid, or after opponents overcall our opening bid) • Check Back • Trial Bids • Truscott • Lebensohl (after a reverse by opener in an uncontested auction, after opponents overcall our 1NT, and after partner doubles opponents' weak 2 open) 	
SUPPLEMENTARY DETAILS	
<p>After opening a minor if partner responds with a major opener may support with 3 cards only.</p> <p>A new suit at the 3-level is a game force in principle (forcing for 1 round after intervention)</p>	

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.			
v. suit contracts	A <u>K</u>	<u>A</u> K x	<u>K</u> Q 10	<u>K</u> Q 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	<u>x</u> x	x <u>x</u> x	x <u>x</u> x x		
v. NT contracts	<u>A</u> K x	A K x <u>x</u>	A <u>K</u> J x x	A <u>J</u> 10 x	<u>K</u> Q 10	<u>K</u> Q 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 [x]	9 <u>8</u> 7 x
	10 <u>x</u> x [x]	H x <u>x</u>	H x x <u>x</u>	H x x <u>x</u> 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:-							
Double of 3NT asks partner to lead 1 st suit bid by dummy or his shorter major if none has been bid.							
CARDING METHODS							
On Partner's Ace lead	Reverse Attitude. (Also when dummy plays A on ptr's lead)						
On Partner's or Declarer's other lead	Count; EXCEPT lead of K against a NT contract asks partner to unblock or give count						
When discarding	Italian style (odd = like; even = Mckenney)						
Other Suit Preference	High = higher ranking other suit Low = lower ranking other suit						
On first lead by declarer in NT	Smith Peters*						
SUPPLEMENTARY DETAILS (continued)							
* When declarer gains the lead in NTs and leads a suit <i>both</i> partners seek to indicate attitude on the defence original opening lead: A high card = please continue the suit led when the lead is regained. A low card = A switch to another suit may be better							



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GENERAL DESCRIPTION OF BIDDING METHODS		
REVERSE BENJAMINISED ACOL		
1NT OPENINGS AND RESPONSES		
Strength	12-14 HCP Tick if artificial and provide details below <input type="checkbox"/>	
Shape constraints	Tick if may have singleton <input type="checkbox"/>	
Responses to 1NT:	After Interference over 1NT:	
<ul style="list-style-type: none"> 2♣ = Stayman (non-promissory) 2♦/♥ = Transfer 2♠ = Strong minor suit transfer (2NT relay). 2NT = invitational (12 HCP) 3-level suit shows 6+ cards, mild slam interest 	<ul style="list-style-type: none"> Transfers and Stayman are off After opponents double: See below* After opponents overcall: Cue bid = Stayman denying a stop; Lebensohl 2NT = transfer to minor or, when followed by a cue-bid promises a stop 	
TWO-LEVEL OPENINGS AND RESPONSES		
Meaning	Responses	
2♣	10+ playing tricks or 23+HCP	2♦ = relay
2♦	8/9 playing tricks 6-card suit or 19+HCP 4-4-4-1	2♥ relay Others promise 6 card suit +singleton
2♥/♠	Weak, good six card suit	To play, except 2NT or 4NT
2NT	20-22HCP balanced	Transfers and Puppet Stayman
OTHER ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE		
Defence to 1NT doubled: Pass = expect to make 1NT; RDBL = responder had a 5-card minor; Stayman and transfers on		
After suit agreement, cue bids show first round control (except for a trial bid)		