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GENERAL DESCRIPTION OF BIDDING METHODS

ACOL

1NT OPENINGS AND RESPONSES

Strength 12 to 14 Tick if artificial and provide details below

Shape constraints May have 5 cd suit Tick if may have singleton

Responses 2♣ Stayman

2♦	Transfer to hearts Super-accept – see Note 1)	2♥	Transfer to spades Super-accept – see Note 1)
2♠	Minor Transfer 5+ cd suit weak t/o 3♣ pass or correct	2NT	11-12

Others 3♣/♦/♥/♠ = 6+ card suit and prob game poss slam interest.

Action after opponents double: Pass to play, XX = P bid ♣, 2♣ stayman, 2♦/♥ Transfers

Action after other interference: Bid naturally, X = takeout, 2NT Lebensol - P to bid 3♣

TWO-LEVEL OPENINGS AND RESPONSES

	Meaning	Responses	Notes
2♣	Game forcing or 23+ balanced	2♦ negative ≤ 8	2)
2♦	Weak 2, 5-9 usually 6 card suit	2NT asks for feature	3)
2♥	Weak 2, 5-9 usually 6 card suit	2NT asks for feature	3)
2♠	Weak 2, 5-9 usually 6 card suit	2NT asks for feature	3)
2NT	21-22 balanced; 3♣ Stayman, 3♦/♥ Transfers; 3♠ both Majors 4♥ & 5♠		

OTHER ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE

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

**Note: ALL VALUES AND LENGTHS AJUSTABLE FOR
SHAPE, MLTC AND VULNERABILITY**

OTHER OPENING BIDS						
	HCP	see Note	Min length	CONVENTIONAL MEANING	SPECIAL RESPONSES	Notes
1♣	12*-19	<input type="checkbox"/>	4	* Light openings possible For opener's NT rebids – See note 4)	1NT response = 6-9 2NT response = 10-12 Limit raises 3NT response = 13+ bal Splinter bids	
1♦	12*-19	<input type="checkbox"/>	4			
1♥	12*-19	<input type="checkbox"/>	4			
1♠	12*-19	<input type="checkbox"/>	4			
3 bids	≤10	<input type="checkbox"/>	6	Suits Pre-emptive. 3NT gambling		
4 bids	≤10	<input type="checkbox"/>	7	Suits Pre-emptive		
Longest suit; 4/4 both Majors open 1♥; 5/5 both Majors open 1♠; 4M/5m may prefer Major						
4441 hands: singleton ♣ or ♠ open 1♦; singleton ♦ or ♥ open 1♣						
DEFENSIVE METHODS AFTER OPPONENTS OPEN						
OPPS OPEN NAT. ONE OF A SUIT		CONVENTIONAL MEANING		SPECIAL RESPONSES		Notes
Simple overcall		Natural		UCBs		
Jump overcall		Weak – usually 6 card suit		2NT feature ask		3)
Cue bid		2-suited hand				5)
1NT	Direct: Protective:	16-18 11-14		As for 1NT opening		
2NT	Direct: Protective	Lowest two unbid suits		Limit bids		
OPPONENTS OPEN WITH		DEFENSIVE METHODS		SPECIAL RESPONSES		Notes
Strong 1♣		Double= both majors; 1NT both minors				
Short 1♣/1♦		Natural				
Weak 1NT		Double = penalties; Multi-Landy				6)
Strong 1NT		Double = penalties; Multi-Landy				6)
Weak 2		Double = take out		See note		7)
Weak 3		Double = take out		See note		8)
4 bids		Double = take out/penalty direct & penalty protective				
Multi 2♦		X= 13-16 bal or v strong; 2NT = 17-19 bal				
SLAM CONVENTIONS						
Name		Meaning of Responses				
4NT = Roman Key Card Blackwood		5♣ = 0 or 3 KCs; 5♦ = 1 or 4 KCs; 5♥ = 2 or 5 KCs no trump queen; 5♠ = 2 or 5 KCs with trump queen See Note 9)				
5NT = King ask		Number of Ks – 6♣ = 0				
Over NT > 4NT =		Min 32 pts both hands together				

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	Cue bid = good raise
Exceptions / other agreements	Jump raise pre-emptive

Agreements after opponents double for takeout

Redouble 9+ HCP	New suit Forcing	Jump in new suit is forcing
Jump raise Pre-emptive	2NT Good raise	

Other agreements concerning doubles and redoubles

<i>X of intervening bid by opps:</i>	May adopt opps suit as a response to partner's asking bid
<i>X of artificial bid by opps:</i>	Shows a liking for that suit
<i>X of game contract bid:</i>	Prima facie penalty

OTHER CONVENTIONS

4th Suit Forcing: 4th suit bid is artificial, asking partner to describe his/her hand further (1) Show 3-card support for partner's major; (2) Rebid a suit to show extra length; (3) Bid no-trumps with a stopper in the fourth suit; (4) Raise the fourth suit with 4 cards in that suit. After 1♣ - 1♦ - 1♥, 1♠ is natural and 2♠ is 'fourth suit forcing'.

Unassuming Cue Bids Opposite partner's overcall a cue bid shows a good raise

Long suit trial bids New suit after suit agreed asks for support in new suit

0 or 1 loser in the suit, (singleton, Ax, KQ maybe KJ) - bid game in agreed suit regardless of points
2 losers in the suit, (eg Kxx, xx) - Lower range pts = sign-off in agreed suit; upper range = bid game
3 losers - sign off in agreed suit

Splinter Bids Response of 3♠/4♣/4♦ to 1♥ opening or 4♣/4♦/4♥ to 1♠ opening shows a raise to 4♥/4♠ with 4+ trump support and singleton or void in bid suit

SUPPLEMENTARY DETAILS

1) Bounce & break super-accept transfers: when holding 4 cds in transfer suit bid jump transfer with 12/13 pts and break transfer with 14 pts - ♥ transfer, bid 2♠: ♠ transfer, bid 2NT

2) Continuations after a 2NT rebid are as over an opening 2NT bid

3) Feature: suit with tricks outside bid suit, 3NT top 3 hons in suit

After a Weak Two overcall:

A change of suit at the two level is natural and invitational.

A change of suit at the 3 level is natural and forcing.

A simple raise of the major is pre-emptive

4) NT rebids: Simple NT rebid = 15 - 17 [15-19 over 2 level resp] bal and system responses
 Jump NT rebid = 18 - 19 bal and system responses
 3NT rebid = 8 playing tricks strength

5) 2 suited & Michaels cue bid overcalls:

1m > 2m shows 5+/5+ in Majors;

1M > 2M shows 5+/5+ in other Major and a minor. 2NT response asks for minor

1 any > 2NT shows 5+/5+ in two lowest unbid suits

6) Defence to 1NT: Multi-landy – 2♣ 5+/4+ in Majors; 2♦ 6+ Major [Respond 2H pass or correct if weak], 2♥ 5+/4+ hearts and a minor; 2♠ 5+/4+ spades and a minor; 2NT 5+/5+ both minors. 2NT response asks for minor

7) Suit overcall = min 5 cds 15 pts; 2NT balanced min 15 pts & stopper, respond nat.

8) Suit overcall = min 6 cds 18 pts; 3NT balanced min 20 pts & stopper, respond nat.

OPENING LEADS

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

(Hatch over this box if using non-standard leads).

v. suit contracts	<u>A</u> <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	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 contracts	<u>A</u> K x (<u>x</u>)	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>	<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:-

CARDING METHODS

On Partner's lead	Attitude; High encouraging, low discouraging EXCEPT lead of K v NT asks partner to unblock or give count Show count after attitude on partner's leads
On Declarer's lead	Count: high-low=even no. of cards; upwards = odd no.
When discarding	HELD

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

Suit preference signals

SUPPLEMENTARY DETAILS (continued)

9) RKCB Void responses: Even no. KCs = 5NT; Odd no. KCs – 6♣ = ♣ void if not trumps; 6♦ = ♦ void if not trumps; 6♥ = ♥ void if not trumps; 6♠ = ♠ void if not trumps. If 6T/S shows void in higher suit

After intervention: DOPI/ROPI

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