

OTHER OPENING BIDS		
	Min	Responses
1♣	3+	1♣-1N=4+Clubs & Constructive; 1Other-1N=Wide Range. Inverted Minors (2N Rebid=11-av14 or gd17-19). 1N (2N) Rebid=11-av14 (gd17-19) with 3-Way Checkback. After 1Suit: 2Lower=Nat GF, 2Higher=Weak, 3Lower=Nat Inv. 1M-2M=Constructive, S1 Rebid asks Shortage. 1m-2N=Nat Inv, 1M-2N=4cd GT+. Double Jumps Over 1M: Lowest=Any Splinter, Other Voids. After 1Any-2Lower-2N: Transfers (Complete=11-av14).
1♦	3+	
1♥	5+	
1♠	5+	
3m	6+	Constructive in 2 <sup>nd</sup> /4 <sup>th</sup> .
3M	6+	3m-4om & 3M-4♣=Art Slam Interest: S1=Bad, S2=1+No QT, S3=1+QT
DEFENSIVE METHODS AFTER OPPONENTS OPEN NATURAL 1X		
Simple Overcall	1L - Wide Range 2L - Sound	Xfers (1X)-1M-(P/X) from 2♣/1N. 2N/Jump Cue=Gd/Mixed 4cd. FJs
J Overcall	Weak except Strong over Weak	2N over 2M Game Try Enquiry
Cue Bid	Over Minors=Majors Over Majors=OM + a Minor. Sandwich RHO Suit=Natural	Over 2M, 2N asks Range (3m=Min,3M=Extras + Corresponding minor)
1NT Direct P'tect	15-18 11-14	System On Unless 2 Suits Bid When Lowest Cue is Stayman
J Direct 2NT P'tect	At Least 5/5 Two Lowest Suits Protective=18-19 Bal	System On
OPPONENTS OPEN WITH	DEFENSIVE METHODS	SPECIAL RESPONSES
Strong 1♣	X/1♦/1N are 2 Suits Same Colour/Rank/Odd	NT Acts as a Cue if Partner Overcalls a Suit
Short 1♣/1♦	2♣=Natural, 2♦=Majors, 2N=Minors	Bid of Opened Suit Nat OR Cue Bid if Partner Overcalls
Any 1NT (1m)-P-(1N) (1♣)-P-(1♠*)	2♣=Majors, 2♦=One Major 2M=Major + a Minor 2N=Minors or GF 2-Suiter X of Strong NT=4M5m	2♣-2♦: Asks. 2♦-2M/3M:Pass/Correct 2♦-2N: Asks (3m=Max) 1N-2N: Bid Better Minor
Weak 2	X=T/O, Else Natural, Cue Asks for Stop. 2N=16-19 with System On. Leaping Michaels	2N over X forces 3♣ (Lebensohl)
Weak 3	X = T/O, Non-Leaping Michaels, Cue=Michaels	
4L Bids	X=T/O Over Minor & Values Over Major, 4m-4N=Natural	
Multi 2♦	X=Balanced 12-16 or Strong. P then 2N=Minors	

SLAM CONVENTIONS				
Name	Meaning of Responses		Action Over Interference	
4N Ace Asking	5♣=1/4, 5♦=0/3, 5♥=2+No Q, 5♠=2+Q 5N=Even#+Void, 6X=Odd#+Void Q ask: NO=Trump Suit After 4N then 5N asks Specific Kings		P0 D1 B2	
4♣ Ace Ask Exclusion	Count with 4♦=0 & 5♣ for Kings Similarly. S1=0/3, S2=1/4, S3=2+No Q, S4=2+Q			
COMPETITIVE AUCTIONS				
Agreements after Opening of One of a Suit and Overcall by Opponents				
Level to Which Negative Doubles Apply		4♥, Higher Doubles Increasingly Values Less Takeout. Only (1N)-X and 1Any-(1N)-X are Penalty		
Special Meaning of Bids		Jump at 3L is Fit Jump; Jump at 4L is Splinter;		
Exceptions / Other Agreements		X of Artificial-2-Suiter Bid is Seeking a Penalty. 1M-(2M): 2N/3♣=Xfer, 3♦=3cd GT+, Cue=4cd GT+ 1L-(2N) & 1m-(2m): Low Cue=4 <sup>th</sup> suit GF, High=Fit		
Agreements after Opponents Double for Takeout				
Redouble:	9+ Penalty Seek	New Suit:	Transfers from 1N after 1 Major (x)	Jump in New Suit: Fit Jump
Jump Raise:	Pre-Emptive	2NT:	Good 4+ Raise	
Other Agreements Concerning Doubles and Redoubles				
Responsive X Denies 4OM Unless GF Hand; can be Game Try if No Other Available. Of Slam (Except Sacrifice) or by Pre-Emptor asks for Unusual Lead. (1Any)-X-(Suit)-X: is Takeout. After (1N)-X-(Suit): First Double=TO, then Doubles=Pen. Over 2m: F pass by 4 <sup>th</sup> hand. Of Opponents Transfer after 1N: X Shows that Suit (Usually Overcalling Strength) but X of (Weak NT)-P-(2♣)-X: A Good Hand. Of Opp 3NT: If they have Bid Suits X Suggests Bad Breaks and Holding Dummy's Suit: Else If We Have Bid One Suit Suggests Leading That. Else If We Have Bid Two Suits Suggests Leading the Less Obvious One. If Bidding Over 2M After T/O Double: Lebensohl Applies.				
OTHER CONVENTIONS				
3-Way Checkback: 2♣=>2♦ for Weak ♦, Any Invite or Choice of Game, 2♦ GF, 2N=>3♣. 1♣-1M-3♦ AND 1♦-1♠-3♥=17+ 4cd Support. After Jump 2♠/2N Rebid: 3♣=>3♦ for Weak Hands. Rebidding own Major Shows 6+. When Major Agreed at 3 Level in 2/1 Auctions: 1 <sup>st</sup> Step is Non-Serious Slam Try. 1♠-(3♥): X=Minors, 4♣=Good Raise, 4♦=Slam Try in a Minor; 4♥=Cue + Slam Interest. Gazilli after 1M-1X: 2♣=Weak 6M or 16+, 2M=5M & 4+Clubs.				

OPENING LEADS: 2 <sup>nd</sup> /4 <sup>th</sup> vs NT, 3 <sup>rd</sup> /Low vs Suit, T Can be a High Card at NT							
v. suit contracts	<u>AK</u>	<u>AKx</u>	<u>KQT</u>	<u>KQx</u>	<u>KJT</u>	<u>KT9</u>	<u>QJT</u>
	<u>QJx</u>	<u>JTx</u>	<u>Txx</u>	<u>T9x</u>	<u>987x</u>	<u>Txxx</u>	<u>Hxx</u>
	<u>Hxxx</u>	<u>Hxxx</u>	<u>Hxxx</u>	<u>xx</u>	<u>xxx</u>	<u>xxx</u>	
v. NT contracts	<u>AKx(x)</u>	<u>AJT</u>	<u>KQT</u>	<u>KQx</u>	<u>KJT</u>	<u>KT9</u>	<u>QJT</u>
	<u>QJx</u>	<u>JTx</u>	<u>Txx</u>	<u>T9x</u>	<u>987x</u>	<u>Txxx</u>	<u>Hxx</u>
	<u>Hxxx</u>	<u>Hxxx</u>	<u>Hxxx</u>	<u>xx</u>	<u>xxx</u>	<u>xxx</u>	

### Other Agreements in Leading, e.g. High Level Contracts, Partnership Suits:-

A/K asks for Reverse Attitude/Count. 3<sup>rd</sup>/Low in Partner's Suit.  
 If Giving Count, Original 4<sup>th</sup> on Second Round –  
 Except if Leading the Suit xxxx; Order is x12x and xxxxx; is x1xx2  
 From AK Doubleton, Whatever feels Unusual.  
 T's/9's Promise 0 or 2 Higher when 1<sup>st</sup> Led.  
 Strong K at NT (for Unblock/Count): Only Trick 1 and Not in Suit Shown by 3<sup>rd</sup> Hand.

### CARDING METHODS

	Primary Method v Suit Contracts	Primary Method v NT Contracts
Partner's	Low to Encourage	Low to Encourage
Declarer's	Low for Even Number	Low for Even Number
Discarding	Low for Even Number	Low for Even Number

### Other Carding Agreements

Count Hi=ODD: Attitude Hi=BAD: If Honours Known (Hi=ODD)  
 Attitude with Respect to the Obvious Switch:  
 If Switch Certain and 2 Options, then Suit Preference.

### SUPPLEMENTARY DETAILS

- 1M-2N: 3♣=Min, 3♦=Extras No Short, 3♥/3♠/3N=Extras Short LMH, 4L=Min + Void: After 3♣: 3♦ asks Short, Response Same Style Above. 4M=No Short.
- 1♣-1M-2♦=3-Way, 2♥=Ask, 2♠=6M, 3♣=4♣+ GF. After 2♥: 2♠=♣+♦, 2N=6♣&3M, 3♣=6♣+No Short, 3Other=6♣+Nat Short.
- After a Reverse at 2L: Suit at 2L is F1, 2N=>3♣ (Weak Hands), Any Suit at 3L is GF.
- After 2L Response: Jump 3L is 55 Concentrated, 3MySuit is Strong 7 Carder.
- 1♥-Suit-3♥-4m: New Suit is Cue with Hearts; Rebid of Suit is Natural.
- 1M-1N-3M-4m: Natural and Forcing.
- FSF (Above 1♠): Asks Partner to Describe Hand: is GF: Jump in 4<sup>th</sup> suit below 3N is 55 GF (Above=Support and Short in Partners First Suit), Over FSF Lowest Suit Bid=Neutral/Stuck, Repeat of FSF is asking again.
- 1♣-1♦-1N: 2m=Wk Nat, 2M=Nat GF, 2N=Bal Inv, 3m=Nat Inv.



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### GENERAL DESCRIPTION OF BIDDING METHODS

**5 Card Majors, 2/1GF, Medium NT, 3 Weak Twos**

### 1NT OPENINGS AND RESPONSES

<b>Strength</b>	Good 14 – Average 17 Occasional Singleton	
<b>Responses</b>	2♣ Promissory Stayman – After 3m GF & 3M=4M5OM, 4m=6M4OM	
2♦	Hearts, then OM=Inv, Raise F, Jump Splinter; Break 2N/xx	2♥ Spades, then OM=Inv, Raise F, Jump Splinter; Break 2N/xx
2♠	Range Ask (2N=Min, 3♣=Max) OR Clubs then 3L Shortage	2N Diamonds (3♦=Support), then 3M Shortage
<b>Others</b>	3♣=Puppet, 3♦=Minors GF, 3M=Short (3♠=4♥), 4♣=Majors, 4R=Transfer (System On Up To 3♥ in Comp), Always Re-Transfer	
<b>Action after Double</b>	Pen X: XX = Bid 2♣ (Any 5cd Suit), Suit = Lower of 2. P-P-XX=5cd Suit Art X: System ON (XX=Values)	
<b>Action after Overall</b>	If 2m=MM: 2♥/♠=GF ♣/♦, 2N=>3♣ (Wk Hands), 3m=Nat Inv, (X=Values) If 2N=Minors: 3♣=Stayman, 3R=Xfer Inv+, 4♣=Majors (X=Values) Other: X=T/O @ 2L/3L, 2NT=> 3♣, 3X=GF, 3NT=No Stop	

### TWO-LEVEL OPENINGS AND RESPONSES

	Meaning	Responses
2♣	Strong	2♦=8+, 2♥=0-3, 2♠=4-7 Bal. Transfers from 2NT
2♦	Usually 6	New Suit F1 - Raise with 3 ELSE Step Responses over 2M S1=Bad Pre & Shortage, S2=Bad Pre & Doubleton, S3=Good Pre & Shortage, S4=Good Pre & Doubleton. 2N=Art (3MySuit=Min, 3♣=Extras No 6/4, 3Other=Extras 6/4 LMH) (Over 3♣, 3♦=Ask Short, LMH but 3N=No Short)
2♥	& 3-10	
2♠	HCP ATV	
2NT	20 – 21 Balanced	3♣=Simple Stayman,(After 3♦, 3M=4M5OM, 4M=6M4OM) 3R/4R=Xfr (3♦-3♥-3♠=5/5 Slam Inv, 3♥-3♠-4♥=5/5 Game Only) 3♠=Minors, 4♣=1 Minor (4♦=Ask)

### OTHER ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE

3N Opening is Gambling Style (Little Else in 1<sup>st</sup>/2<sup>nd</sup>) and 4♦ asks Singleton.  
 4N is Weak 5-Level Pre-Empt in a Minor.

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