

## OPENING LEADS

v. suit contra cts	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	H x x <u>x</u> x x	<u>x</u> x	x <u>x</u> x	x <u>x</u> x x	x <u>x</u> x x x
v. NT contra cts	<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	x <u>x</u> x x x

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

Lead of 9/T shows 0 or 2 higher honours.

Strong K at NT (for unblock/count)

3rd/5th leads in partner's suit

## CARDING METHODS - UDCA

	Primary method v. suit contracts	Primary method v. NT contracts
On Partner's lead	Low to encourage	Same, but low for even on K lead
On Declarer's lead	Low for even number	Same
When discarding	Low for even number	Same

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

Lots of suit preference when it seems appropriate

## SUPPLEMENTARY DETAILS (continued – Note X)

**11 2N 3C3D now 3H/3S** show 5/4 major puppet.

**12: After 1m 1M 2M 2M+1 is an enquiry:** Now bids below 3M show 3 card support and shape.

3M min weak NT 4 card support. 3N = Max weak NT Other bids game forcing, 4 card support and feature

**4SF** is GF unless by a passed hand

After reverse at 2 level lower of 4SF and 2N is a weak hand, all other bids are GF

**Lebensohl (FADS)** – After 1NT, opps overcall 2X, either natural or artificial when a single anchor suit is promised

Then: 2NT is an artificial puppet to 3C. Bids at the 2-level are competitive. Direct bids at the 3-level are forcing

Cue bid is stayman-esque. Bidding it directly denies a stop, and going through 2NT shows one (FADS)

Lebensohl also applies after partner doubles the opponent's weak 2 opening bid

2/1 is game forcing



Name Jack Armorgie  
Partner Tom Jarman

EBU No. 481882  
EBU No. 439863  
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## GENERAL DESCRIPTION OF BIDDING METHODS

5-card majors, 2/1 GF, 14-16 NT, 3 weak 2s, inverted minors

### 1NT OPENINGS AND RESPONSES

**Strength** 14-16 Tick if artificial and provide details below

**Shape constraints** Balanced Tick if may have singleton

**Responses** 2♣ Stayman, non-promissory. After 2D 3H=5/5 game 3S=55 Slam interest

2♦ Hearts (break to xx) Note 1 2♥ Spades (break to xx) Note 1

2♠ Clubs (3C = support) 2NT Diamonds (3D = support)

Others 3X=shortage (3S promises 4H), 4C=Gerber, 4R=transfer, 4S=minors (44)

Action after opponents double XX=bid 2C, 2X=lower of 2 4+ card suits

Action after other interference X=T/O @2L/3L, Lebensohl

### TWO-LEVEL OPENINGS AND RESPONSES

	Meaning	Responses	Notes
2♣	Strong, artificial	2D=waiting, else positive. Khokish, 2C2D3N gbling	10
2♦	Weak	New suit F1, 2NT=OGUST	2
2♥	Weak	New suit F1, 2NT=shortage ask	2
2♠	Weak	New suit F1, 2NT=shortage ask	2
2NT	20-21 balanced	3♣=simple stayman note 11, 4C gerber 3R/4R=transfers	

### OTHER ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE

3NT opening is gambling (little else in 1st/2nd seat)

After a reverse at 2-level, lower of 2N and 4SF is weak hand, other bids are GF. 4SF is GF in other situations.

4-card M bid in preference to longer diamonds in response to 1C if not GF.

Always rebid NT if appropriate, even with 4 spades after 1m-1H.

Inverted minors

Aggressive style – openings overcalls, raises, pre-empts

3<sup>rd</sup> Seat major suit openings may be light and 4 card only

Transfers advances if overcall doubled. Transfers over jump 2N rebid. Transfer after 1M X

After 1m 1M 2M 2M+1 is an enquiry See note 12

Weak jump shifts except 1D-3C is natural and invitational

Cue-bidding - 1st/2nd round controls are bid indiscriminately up the line

## OTHER OPENING BIDS

	Length	MEANING	SPECIAL RESPONSES
1♣	3+	Natural	Weak jump shifts, except 1D-3C is natural and invitational. 1m-3m is <7. 1C-1N is 8-10. 1D-1N is 5-10. 1m-2N is 11-12 without support. 1m-3N is 13-15 without support. 1m-2m is 11+ with support (F1).
1♦	3+		
1♥	5+		
1♠	5+		
3 bids	6+	Constructive in 2nd/4th	
4 bids	7+		

## DEFENSIVE METHODS AFTER OPPONENTS OPEN

<i>Opponents Open Nat 1</i>		<i>CONVENTIONAL MEANING</i>	<i>SPECIAL RESPONSES</i>	<i>Notes</i>
Simple overcall		Natural	Transfer advances if doubled	6
Jump overcall		Weak, Natural	As over weak 2 opener	2
Cue bid		Michael's (MM or oM+m)		
1NT	Direct: Protective:	15-18 11-14	System on unless 2 suits bid when lowest cue is Stayman.	
2NT	Direct: Protective:	Unusual (lower 2 of unbid suits) 18-19	Systems On	

<i>Opponents Bid</i>		<i>DEFENSIVE METHODS</i>	<i>Notes</i>
Strong 1♣		X/1D/1N are 2 suits, same colour/rank/shape	1NT acts as cue if p overcalls 1M 7
Short 1♣/1♦		2C = nat, 2D = majors, X = 4/4 majors, 1N = 4M-5m	
Weak 1NT		Multi-Landy	(1NT)-2C-2D asks for better major (1NT)-2M-2N asks for minor 8
Strong 1NT			
Weak 2		X=T/O. 2N=16-19. Leaping Michaels.	Lebensohl.(FADS) As over 2N opener.
Weak 3		X=T/O. Non-leaping Michael's.	
4 bids		Over 4m, X=T/O, 4N=natural. Over 4M, X=values, 4N=2-suits	
Multi 2♦		X=12-16 bal or strong. P then 2N shows both minors.	

## SLAM CONVENTIONS

<i>Name</i>	<i>Meaning of Responses</i>	<i>Action over interference</i>
RKCB (4NT)	1430 responses. 5N even + useful void 6 odd this void.	<b>P0 D1 B2</b>
	After 5C/D Next non-trump suit asks for QT. Trump suit = no. 5N Q+ no K. Suit = y+ lowest king	
Now king ask (5N)	With 1 or 2K bid 6 of suit with king or lacking king. 6 trump no or higher K	
Gerber (4C)	4D=0, 4H=1, etc.	
Exclusion (when obvious)	Bid of 5 (or unnecessary 4M) asks keycards excluding the suit bid. <b>3014</b> responses	

## COMPETITIVE AUCTIONS

### *Agreements after opening of one of a suit and overcall by opponents*

Level to which negative doubles apply	4H, higher doubles increasingly values less takeout
Special meaning of bids	Jump at 3L is fit-jump. Jump at 4L is splinter.
2 suited overcalls	Cue bid in higher of their suits is sound support for opener. Cue bid in lower of their suits shows values in remaining suit and is GF. Direct bid of remaining suit is natural invitational
After opps X 1M	Transfers 2M-1=good raise. Fit jumps. 2N Jacoby. XX = Ax Kx or Qx
Double over 1N P 2C	XX 4+ good clubs. Bid if club stop, else P. Responders XX is stayman
Double over 1N P 2R	Bid shows 3+ support. XX = 1.5 stops else pass
Exceptions / other agreements	After 2M overcall, Lebensohl is on. FADS After 1C-(1N), 2C shows majors, 2D shows diamonds + a major After 1D-(1N), 2C shows majors

### *Agreements after opponents double for takeout*

Redouble	9+ penalty seek	New suit	Transfers if 1M-(X)	Jump in new suit	Fit jump
Jump raise	Pre-emptive	2NT	Good 4-card raise	Other	

### *Other agreements concerning doubles and redoubles*

After artificial overcall of 1N at 2 level. X= 8+ and invites penalty doubles

Responsive double denies 4 in the other major Lightner doubles

## OTHER CONVENTIONS

2-way checkback (Note 9) Transfers after jump 2NT rebid

1C-1M-2C-2D is an artificial GF After 1m 1M 2M 2m+1 is an artificial ask

**Drury** - P-1M-2C shows a limit raise with 3+ card support. Opener rebids major with a sub-minimum hand.

## SUPPLEMENTARY DETAILS (NOTE X)

**1 Super Accept.** Suit = max and small doubleton. 2N = 4 cards max 3M 4 cards min Always re-transfer

**2 Weak 2,** 2D 2N Ogust. 2X 2Y opener supports Y or shows hand using ogust step responses. 2M 2N asks for shortage

**3 Jacoby 2NT** - 3C is minimum, 3D/H/S is shortage + extras (opened suit shows short clubs), 4X is minimum + void (1H-2NT-4H shows void spade), 3NT shows extras + no shortage.

**4 Drury** (passed hand) – P 1M 2C shows max passed hand and 3+ card support

**5 Ambiguous splinters:** 1H-3S-3NT asks shortage (4H shows short spade). 1S-3NT-4C asks shortage (4S = short club).

**6 Transfer advances** after 1M X. Also if partners overcall is doubled, then transfers on

**7 2 Suited over strong 1C.** 2suits: X=colour 1D=rank 1N=shape (CH DS)

**8 Multi-Landy** - 2C shows majors. 2D shows single-suited major. 2M shows that major and a minor. 2N minors

**9 2-way checkback** - 1X-1Y-1NT-2C is a relay to 2D for invitational sequences (or to play in D)

1X-1Y-1NT-2D is GF checkback. 1X-1Y-1NT-2NT shows clubs.

**10 2C- Kokish** 2C-2D- now 2H = hearts or 24+ balanced 2S asks; 2N= 24-25 or 28+ 3N = 26-27. 2N shows 6+ spades

**10 2C - Gambling.** 2C2D now 3N = solid minor some outside values.

**10 After 2C 2D** suit 2N is second negative