

OTHER OPENING BIDS			
	len	MEANING	RESPONSES
1♣	3+	natural	1♣-1N shows 4+C (8-10); 1m-2m=GT+ support; 1D-2C-2D=weakNT; 1other-1N=wide range; 1N (2N) rebid 11-13 (17-19); 3-way check-back over 1N; 2/1 GF.; 1any-2N GF 4+support. 1M-DJ1=any splinter, DJ2+ voids: 1suit-2higher=weak, 1suit-3lower=invite; P-1M-2C=good raise; 1H-2S/1S-3C=4cd raises
1♦	3+		
1♥	5+		
1♠	5+		
3m	6+	Constructive in	3m-4m and 3M-4♣ artificial slam interest over
3M	6+	2 nd /4 th	which step1=bad hand else RKC response
DEFENSIVE METHODS AFTER OPPONENTS OPEN NATURAL 1X			
Simple overcall	Wide Range	TAO over X. FJs. any 2N=GT+ 4card support	
Jump overcall	Weak except strong over weak	2N over 2M game try enquiry (responses as over weak 2)	
Cue bid	Over minors=majors Over majors=OM + a minor. Sandwich RHO suit=natural	Over 2M, 2N asks range (3m=min,3M=extras + that m)	
1NT Direct: Protective	15-18 11-14	System on unless 2 suits bid when lowest cue is Stayman	
J Direct: 2NT Protective	At least 5/5 two lowest suits (weak or strong not basic opener) Protective = 18-19 flat + 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 overcall a suit	
Short 1♣/1♦	Over 1♣: 2♣ nat, 2♦ majors X=4/4M.1NT=4M5m Overt 1♦, 2♦ nat. X=4/4M.1NT=4M5m	Bid of opened suit natural except is a cue bid when partner overcalls	
1NT and over 1m-P-1N	2C=Majors, 2♦=one major 2M = that M + a minor 2N minors or GF 2-suiter PH/X of strong NT in fourth = 1 minor	2♣-2♦ asks 2♦-2M/3M pass/correct 2♦-2N asks (3m=max); over 1N-2N bid better minor	
Weak 2	X = TO, else natural, cue asks for stop. 2N shows 16-19 with system on. Leaping Michaels	2N over X forces 3♣ (Lebensohl)	
Weak 3	X = TO, Non-Leaping Michaels, Multi-Landy over 3m		
4 bids	X = TO over m/values over M, 4m-4N is natural		
Multi 2♦	X balanced 12-16 or strong, P then 2N minors		

SLAM CONVENTIONS			
Name	Meaning of Responses	Action over interference	
4S if hearts, 4m if m already agreed 4N RKCB	Always step1=0/3, step2=1/4, step3=2-noQ, step4=2+Q, step5=0/2+void, higher=odd#+void Q ask: NO=trumps suit After 4N then 5N asks Specific Kings	P0 D1 B2	
4♣ Ace ask	Count with 4♦=0 and 5♣ for Kings similarly. Exclusion RKC when obvious		
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	If bidding over 2M after TO double: Lebensohl applies; after 1C-<1N> multi-Landy		
Agreements after opponents double for takeout			
Redouble 9+ Penalty Seek	New suit	Transfers from 1N after 1M-X	Jump in new suit: Fit Jump
Jump raise	Pre-emptive	2NT	4 card support, good 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, subsequent doubles penalty. Over 2m forcing pass by 4 th hand Of opponents transfer after 1N: X shows that suit (usually overcalling strength) but double of weak NT-2♣ is good hand Of opponents 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			
OTHER CONVENTIONS			
3 way check-back: 2♣ puppet to 2♦ for weak ♦ or any invitation: 2♦ GF; 2N puppet to 3♣ When major agreed at 3 level in 2/1 auctions, first step is non-Serious slam try. 1suit-1M-2M : next step artificial ask with GT+ hand 1S-<3H> : X=minors, 4C=good raise, 4D=slam try in a minor; 4H=cue+slam hint			



Name Garry W & Patrick S

EBU No.

Partner Jack Armorgie

EBU No.

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OPENING LEADS: initially 2 nd & 4 th , strong K at NT, T can be a high card at NT							
v. suit contracts	<u>A</u> <u>K</u>	<u>A</u> <u>K</u> x	<u>K</u> <u>Q</u> 10	<u>K</u> <u>Q</u> x	K <u>J</u> 10	K <u>10</u> 9	<u>Q</u> <u>J</u> 10
	<u>Q</u> <u>J</u> x	<u>J</u> 10 x	10 <u>x</u> x	<u>10</u> 9 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	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> <u>K</u> x (<u>x</u>)	A <u>J</u> 10 x	<u>K</u> <u>Q</u> 10	<u>K</u> <u>Q</u> x	K <u>J</u> 10	K <u>10</u> 9	<u>Q</u> <u>J</u> 10
	<u>Q</u> <u>J</u> x	<u>J</u> 10 x	10 x <u>x</u>	<u>10</u> 9 x	9 <u>8</u> 7 x	10 <u>x</u> x x	H x <u>x</u>
	H x x x	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:-

A/K above 3N for attitude/count (reverse). 3rd/5th in partners suit.
 If giving count, original 4th on second round – except if leading the suit xxxx order is x12x and xxxxx is x1xx2
 From AK doubleton, whatever feels unusual
 Strong K at NT (for unblock/count): only trick 1 and not in suit shown by 3rd hand

CARDING METHODS

	Primary method v suit contracts	Primary method v NT contracts
Partner's lead	Low to encourage	Same but high for odd on K lead
Declarer's lead	Low for even number	Same
Discarding	Low for even number	Same

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 (continued)

- After 1suit-2N: 3♣=min, 3newsuit=extras & short (3mysuit for clubs), 3N=extras no short, 4L=min with void: after 3♣ responder uses same style with 3mysuit=sign off
- After a reverse at 2L: suit at 2L is F1, 2N puppet to 3♣ for 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
- 1suit-1suit-2N : gets 4suit transfers; 1C-1H-3D & 1m-1S-3H=4cd support flat
- FSF (above 1♠): asks partner to describe hand: is GF: jump in 4th 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

GENERAL DESCRIPTION OF BIDDING METHODS

5 Card Majors, 2/1GF, 14-16, 3 Weak Twos

1NT OPENINGS AND RESPONSES

Strength	14–16	Occasional singleton
Responses	2♣ Stayman – followed by 3m GF	
2♦	Hearts, then 3L new suit GF, jump splinter, raise NF: break to xx	2♥ Spades, then 3L new suit GF, jump splinter, raise NF: break to xx
2♠	Clubs (3♣ = support), then 3M shortage	2NT Diamonds (3♦ = support), then 3M shortage
Others	3X = short (3♠=4♥), 4♣= ace ask, 4R=transfer, always re-transfer	
Action after double	XX=bid 2♣, suit=lower of 2, P-P-XX=5cd suit	
Action after natural overcall	X=T/O @2L/3L, 2NT puppet to 3♣, 3X GF, 3NT no stop	

TWO-LEVEL OPENINGS AND RESPONSES

	Meaning	Responses
2♣	Strong	2♦ waiting; others all forcing to 4♥ 2♦-2♥ is hearts or GF flat - 2♠ asks
2♦	Usually 6+ and 3-10 hcp	New suit F1 (raise else OGUST)
2♥ 2♠	Varies with position and vulnerability	2M -2NT asking shortage, promises GT+ values. Still applies if they X or make 2M overcall. (2♦-2N OGUST)
2NT	20 – 21 balanced	3♣ simple Stayman, 3R/4R transfers 3♠=minors, 4♣=1 minor (4♦ asks)

OTHER ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE

3N opening is Gambling style (little else in 1st/2nd and 4♦ asks singleton)
 4N opening asks for specific aces (5♣=none, 5N=2, 6♣=clubs)

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