

OTHER OPENING BIDS						
	HCP	see Note	Min length	CONVENTIONAL MEANING	SPECIAL RESPONSES	Notes
1♣	11*-20	<input type="checkbox"/>	3	* Light openings possible For opener's NT rebids – note 1	1m-2NT 11-12 : IMRs	
1♦	11*-20	<input type="checkbox"/>	3		1♣-2♦ GF; 1NT 6-10 NF	
1♥	11*-20	<input type="checkbox"/>	5		1NT= 5-12 (semi-forcing)	
1♠	11*-20	<input type="checkbox"/>	5		2-over-1 forcing to game	
3 bids	<10	<input type="checkbox"/>	7	Pre-emptive		
4 bids	<10	<input type="checkbox"/>	7	Pre-emptive		

DEFENSIVE METHODS AFTER OPPONENTS OPEN

OPPONENTS OPEN A NATURAL ONE OF A SUIT	CONVENTIONAL MEANING	SPECIAL RESPONSES	Notes
Simple overcall	Natural		
Jump overcall	Weak, usually 6 card suit		2
Cue bid	2-suited hand (Michaels)		4
1NT Direct: Protective	15-18 11-14	As for 1NT opening	
2NT Direct: Protective	Lowest two unbid suits 20-22 balanced	As for 2NT rebid	4 6

OPPONENTS OPEN WITH	DEFENSIVE METHODS	SPECIAL RESPONSES	Notes
Strong 1♣	X= opening strength; 1any is weaker.		
Short 1♣/1♦	Natural		
Weak 1NT	X = penalties; Multi-Landy		3
Strong 1NT	As for weak 1NT.		3
Weak 2	X = take out; 4♣/4♦ is Leaping Michaels	2NT opposite double is Lebensohl (0-7)	
Weak 3	X = take out		
4 bids	4Sx = penalty other X/4NT TO		
Multi 2♦	X = 13-16 bal or v strong; 2NT = 17-19 bal; overcall 5+		

SLAM CONVENTIONS

Name	Meaning of Responses	Action over interference
Roman Key Card Blackwood	5♣ = 0 /3 keycards; 5♦ = 1/4 keycards 5♥ = 2 - trump Q; 5♠ = 2 + trump Q Over 5♣/♦ next bid (excluding agreed suit) is queen ask. 5NT asks for next king; 6 of a suit asks for that K/Q.	DOPI ROPI

COMPETITIVE AUCTIONS			
Agreements after opening of one of a suit and overcall by opponents			
Level to which negative doubles apply	4♦		
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	Bergen for 2C/D* Jump new suit Bergen 3D*
Jump raise	Pre-emptive	2NT	10-12, 4 card support* *all opposite 1M
Other agreements on doubles and redoubles: 1♣-(1♥)-X shows 4 spades; 1♠ shows 5			
Support X / XX: 1A-(any)-1B-(1NT/2L or X)- X or XX = 3 cards in suit B; any strength/shape			

OTHER CONVENTIONS

Fourth Suit Forcing: A bid in the fourth suit is artificial and GF. After 1♣ - 1♦ - 1♥, 1♠ is natural; 2♠ is 'FSF'. A jump in 4th suit is natural showing 5+-5+. Jump by opener 16+ pts

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

Splinter Bids Response of 3♠/4♣/4♦ to 1♥ opening or 4♣/4♦/4♥ to 1♠ opening shows a LIMIT raise (7LTs) to 4♥/4♠ with 4+ trump support and singleton/void in bid suit

Jacoby 2NT over 1M: Game forcing; opener cue-bids a singleton; else rebids major with 17+; 3NT with 15-16; 4 of major with 12-14. 4 in a new suit shows a good 5-card suit.

Bergen raises over 1M: 3M 4-6; 3♦ shows 7-9; 3♣ shows 10-12 (all with 4-card support)

SUPPLEMENTARY DETAILS

1: NT rebids: After 1 level response 1NT = 12-14; 2NT = 18-19, Two-way puppet Checkb Over 1NT, 2♣ rebid is puppet to 2♦, further bids are invitational; 2♦ rebid is game forcing.

2: Dutch 2s: After 2♥/♠, 2NT asks opener to show the minor and strength; 3♣ is "pass or correct"; 3♦ invites game in the major. After WJO, 2NT invites game; responses OGUST

3: Defence to 1NT: Multi-Landy:

- 2♣ shows both majors (responses: 2♦ shows equal length; 2♥/♠ is to play; 2NT is game-force, (then 3♦ is 5/5; 3♥ is 4/5; 3♠ is 5/4).
- 2♦ shows a 6-card major (see 5)
- 2♥/♠ show 5-card suit, 4-card minor (see 2 for responses)

4: 2 suited overcalls 1m 2m shows 5+ -5+ in majors; 1M 2M shows 5+ -5+ in other major and a minor. 1any - 2NT shows 5+ - 5+ in two lowest unbid suits.

5: Multi 2♦: over 2♥/2♠ response, opener rebids 2NT with 20-21 balanced). 2NT is strong asking bid: opener bids 3♣/♦ with a non-minimum hand in ♥/♠; 3♥/♠ with a minimum in the suit bid; 3NT with 20-21 balanced.

6: 2NT responses: 3♣ = Stayman for 5cm (opener bids 3♦ with a 4cm; responder can then bid 3M to show 4 cards in the other major, while 4♦/♣ shows both majors with/ without slam interest; 3♦/♥ = transfer to hearts/spade; 3♠ = 5 spades, 4 hearts



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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	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	
v. NT contracts	<u>A</u> K x (<u>x</u>)	A <u>J</u> 10 x	<u>K</u> Q 10	K <u>Q</u> 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	
Trump vs grand slam; A vs 6 of suit contract; trump vs doubled part score							
CARDING METHODS							
	Primary method v suit contracts		Primary method v NT contracts				
On Partner's lead	Reverse Attitude: low encouraging, high discouraging (but give reverse count on the lead of a king)						
On Declarer's lead	Reverse Count: hi-lo=odd no. of cards; lo-hi=even no.						
When discarding	Discouraging in the suit discarded, high/low for reverse count in this suit.						
Unblock on partner's lead of a K against a NT contract							
Suit preference signals: McKenney							
SUPPLEMENTARY DETAILS (continued)							
<p>7. Drury. After a 3rd/4th in hand 1M opener and pass, 2C shows 9-11 pts and 3+ card support. After P –(P) – 1M – (P), 2M shows 5-8 points</p>							
<p>8: Over 1NT-(x), Pass forces opener to redouble, then further bids show 4-card suits. Redouble is transfer to 2♣; other bids are also transfers; all show a 5-card suit. Over protective double, responder redoubles as puppet to 2♣, then passes/corrects to 5-card suit; any bid is a wriggle, showing 2 or more 4-card suits.</p>							
<p>9: Lebensohl over 1NT-2x: 2 of a suit is natural and non-forcing; 2NT is a puppet to 3♣, then 3 of a new suit is natural and non-forcing; 3x is 'Stayman' with no stop in the bid suit; 3NT is 10+ points balanced, no stop in bid suit. Immediate 3x/3NT are as above but with a stop in the bid suit. 3Y is GF.Cue bid of known suit in a conventional overcall is GF + stop</p>							

GENERAL DESCRIPTION OF BIDDING METHODS			
5-card majors, 15-17 1NT, 2-over-1 game force, Multi-2♦, Dutch Twos			
1NT OPENINGS AND RESPONSES			
Strength	15 to 17	Tick if artificial and provide details below <input type="checkbox"/>	
Shape constraints	May have 5-card major	Tick if may have singleton <input type="checkbox"/>	
Responses	2♣	Stayman	
2♦	Transfer to hearts	2♥	Transfer to spades
2♠	T/F to clubs/8-9bal/m slam?	2NT	Transfer to diamonds
Others	3M GF 6+cards; 3m GF 5+cards; Stayman with 5-4M; T/F then bid other M with 5-5M* *T/F to Hs then bid Ss is invite; T/F to Ss then bid Hs is GF; 1/2NT-4C Gerber, ace-asking		
Action after opponents double	Any bid/redouble is a transfer (see 8)		
Action after other interference	1NT:(2♣):X = Stayman, otherwise bid as Lebensohl (see 9) over other bids.		
TWO-LEVEL OPENINGS AND RESPONSES			
	Meaning	Responses	Notes
2♣	Strong (8+ playing tricks) or 24+ balanced	2♥ neg (0-3, no A/K), 2♦ relay.	6
2♦	Multi: Weak 2♥/♠ or 20-21 balanced	2♥/♠ pass or correct, 2NT strong enquiry.	5,6
2♥	6-10 pts, 5 hearts, 4 card minor	2NT = strong enquiry	2
2♠	6-10 pts, 5 spades, 4 card minor	2NT = strong enquiry	2
2NT	22-23 pts, balanced	3♣ = 5-card major Stayman, 3♦/♥ = transfer 3♠ = 5 spades, 4 hearts	
OTHER ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE			
Gambling 3NT opener; Acol 4NT opener.Jump shift eg 1C-2S is weak (4-7points)			

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