

OPENING LEADS : initially 2nd & 4th, strong K at NT, T can be high card at NT

v. suit	A K	A K x	K Q 10	K Q x	K J 10	K 10 9	Q J 10
	Q J x	J 10 x	10 x x	10 9 x	9 8 7 x	10 x x x	H x x
	H x x x	H x x x x	H x x x x x	x x	x x x	x x x x	
v. NT	A K x (x)	A J 10 x	K Q 10	K Q x	K J 10	K 10 9	Q J 10
	Q J x	J 10 x	10 x x	10 9 x	9 8 7 x	10 x x x	H x x
	H x x x	H x x x x	H x x x x x	x x	x x x	x x x x	

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

A/K above 3N for attitude/count.

If giving count, original 4th on second round.

From xxxx order is x12x and xxxxx order is x1xx2

From AK doubleton, whatever feels unusual.

CARDING METHODS

	Primary method v. suits	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	Unwanted suit (rev count) else High for higher suit Low for lower suit	Same

Other carding agreements

Count HI=ODD : Attitude HI=BAD : If honours known, count (HI=odd).

SMITH PETERS : says lead was more useful than might be expected

Trumps and spare cards often McKenney

PARTNER'S SUIT : 3rd & 5th leads

Attitude with respect to the obvious switch; if switch certain and 2 options, then suit preference.

SUPPLEMENTARY DETAILS (continued)

After 1any-1any-1N : 2C puppet to 2D for weak D or invites, 2D is artificial GF, 2N is puppet to 3C

After 1M-2N GF raise : 3suit=short, 3M=no shortage but extras, 3N=no shortage minimum, 4M=minimum with 6-cards

Name **Patrick Shields**
 Partner **Richard Butland**

Last changed
 06 Jul 2022

GENERAL DESCRIPTION OF BIDDING METHODS

Weak NT and 3 Weak Twos

1NT OPENINGS AND RESPONSES

Strength	NV 11-14 VUL 12-14	No singleton
-----------------	-----------------------	--------------

Resp	2♣	Stayman (followed by 3m GF, 2D-3M NF both majors)
-------------	----	---

2♦	Hearts, then new suit GF, jump splinter, raise NF	2♥	Spades, then new suit GF, jump splinter, raise NF
----	---	----	---

2♠	Clubs, over which 3♣ shows positive support	2N	Diamonds, over which 3D shows positive support
----	---	----	--

Others	3X = strong slam interest, 4♣=ace ask (count), 4R=transfer; re-transfers if 2♥ broken (2♥-2N any max)
---------------	---

Action after X	XX=bid 2♣, suit=lower of 2, P-P-XX=5cd suit
-----------------------	---

Action after natural overcall	X takeout @ 2L/3L, 2N puppet to 3♣, 3X GF, 3N no stop
--------------------------------------	---

TWO-LEVEL OPENINGS AND RESPONSES

2♣	Strong	2♦ no better bid <NOT IN USE> 2♦-2♥ is ♥ or GF flat
----	--------	--

2♦	Usually 6+ and 3-10 hcp	suit : forcing 1R except in competition 2N : asking (steps for bad hand-bad suit, bh-gs, gh-bs, gh-gs). Still applies if they X or make 2M overcall.
2♥	Varies with position and vulnerability	
2♠		

2N	Good 20-22 balanced	3♣ Stayman, 3R transfer, 3♠=♣+♦; transfer break=5OM; 4R=transfer, 4m=one minor
----	---------------------	--

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=two, 6♣=clubs)

OTHER OPENING BIDS

		len	MEANING	RESPONSES
1♣		4+	natural	1N (2N) rebid 15-17 (18-20) with lowest unbid minor as checkback (cancelled if they have bid); non-jump 2N rebid GF 1m-2N=16+balanced, 1M-2N=GF 4+support Splinters over 1M (1M-3N support, no shortage)
1♦		4+		
1♥		4+		
1♠				
3m 3M		6+	constructive in 2 nd /4 th	
4X				

DEFENSIVE METHODS AFTER OPPONENTS OPEN NATURAL 1X

Simple overcall	wide range	new suit=F1R
Jump overcall	Obstructive unless weak opener when strong	2N over 2M game try enq (responses as weak two)
Cue bid	Over minor, majors Over majors, OM + a minor	Over 2M, 2N asks range <TBC> 3M good, corresp m
1N	Direct: Protective:	15-18 11-14
J 2N	Direct: Protective:	System on unless 2 suits bid.
	At least 55 two lowest suits (weak or strong, not basic opener) Protective=20-22 (reluctantly) flat + system on.	
OPPONENTS OPEN WITH	DEFENSIVE METHODS	SPECIAL RESPONSES
Strong 1♣	X/1D/1N two same C/R/odd	NT acts as cue bid
Short 1♣/1♦	♣/♦ in 4 th is natural unless needed as a cue bid immediate cue still 2-suiter	Bid of opened suit natural except is a cue bid when partner overcalls
Any 1NT, 2N Gambling 3N Over 1m-P-1N	2♣=majors; 2♦=one major 2♥/♠ = 5 of ♥/♠ plus minor; 2N minors or GF 2-suiter; X of strong NT in 4 th =clubs	2♣-2♦ asks; -2/3M is p/c; 2♦-2N ask (3m=non-min♥/♠) 2M-3♣ is p/correct Over 1N-2N bid better minor
Weak 2	X takeout, cue over M asks stop; Leaping Michaels , 2N 16-19 with system on	2N over X forces 3♣ (Lebensohl)
Weak 3	X takeout, cue is MM or m+OM After <3X>-3N : 4♣ asks and 4♦ Gladiator	
4 bids	X takeout over m/values over M	
Multi 2♦	X balanced 12-16 or strong, P then 2N minors.	

SLAM CONVENTIONS

Name	Meaning of Responses	Action over interference
4N ace asking	cue A and K indiscriminately 5♣=1/4, 5♦=0/3, 5♥=2-noQ, 5♠=2+Q, 5N=1/4+void, 6X=0/3+void; Qask-step1=no	P0D1
4C ace ask	after 4N, then 5N asks count of kings count with 4♦=0 and 5C for kings similarly	

COMPETITIVE AUCTIONS

Agreements after opening of one of a suit and overcall by opponents					
Level to which negative doubles apply	3S, higher doubles increasingly values less takeout; 1N-X, 1any-1N-X: all penalty				
Special meaning of bids	jump is fit jump; d-jump is splinter;				
Exceptions +					
Agreements after opponents double for takeout					
Redouble	9+ penalty seek	New suit	F1	Jump in new suit	fit jump
Jump raise	pre emptive	2NT	4 cd support		
Other agreements concerning doubles and redoubles					
Responsive X denies 4OM; can be game try if no other available					
Of slam (except sacrifice) or by pre-emptor : asks for unusual lead					
After 1N-X-suit: X by 4th seat is general values, second X by 2nd shows extra values & willing to defend					
Of opponents transfer after 1N: shows that suit (usually overcalling strength)					
Of opponents 3N : : if we have bid no suits suggests bad breaks and holding dummy's suit : if we have bid one suit suggests leading that : if we have bid two suits suggests leading the less obvious one.					
OTHER CONVENTIONS					
Intervention over asking bids: pass if they bid above your bid, X if they bid your bid, respond as normal otherwise.					
FSF : asks partner to describe hand : is GAME FORCING					
After a reverse at 2L : suit at 2L is F1, 2N puppet to 3C for weak hands, any suit at 3L is GF.					