

OTHER OPENING BIDS						
	HCP	see Note	Min length	CONVENTIONAL MEANING	SPECIAL RESPONSES	Notes
1♣	10+	<input type="checkbox"/>	4)1♣ 1♦ 1♥ 1♠	= nat.; 2♠ = FSF	
1♦	10+	<input type="checkbox"/>	4)2NT = Jacoby	FG; 3NT = 15-17	
1♥	10+	<input type="checkbox"/>	4)3NT= bal raise		2,3
1♠	10+	<input type="checkbox"/>	4)Splinters		
3 bids	Weak	<input type="checkbox"/>	6	3NT= gambling		
4 bids	Weak	<input type="checkbox"/>	6			
*(Please enter your normal HCP range in the HCP column. Please tick box if you have any special agreements involving different values in particular positions (e.g. light openings in third seat) and include further details under Supplementary Details).						
DEFENSIVE METHODS AFTER OPPONENTS OPEN						
OPPONENTS OPEN A NATURAL ONE OF A SUIT		CONVENTIONAL MEANING		SPECIAL RESPONSES		Notes
Simple overcall		NATURAL		Fit jumps & transfers		4
Jump overcall		PRE-EMPTIVE				
Cue bid		MICHAELS		2NT = game try		
1NT	Direct: Protective	15-18 11-14		Stayman & transfers		
2NT	Direct: Protective	Unusual 20-22		as a 2NT opening		
OPPONENTS OPEN WITH		DEFENSIVE METHODS		SPECIAL RESPONSES		Notes
Strong 1♣		Jump Truscott		Cheapest NT = GT		
Short 1♣/1♦		(1m) P (1X)-2m=natural				
Weak 1NT		2♣ = Majors 2♦ = one Major				5
Strong 1NT		2M = 5 Major & 4+ minor				5
Weak 2		Dble = TO, 2NT = 16-19		Lebensohl		1
Weak 3		Dble = take out				
4 bids		Dble = values				
Multi 2♦		Dble = values		Lebensohl		1
SLAM CONVENTIONS						
Name		Meaning of Responses		Action over interference		
RKCB		1/4, 3/0, 5NT = 0/2A + void		DOPE & ROPE		
		6 any = 1/3 A + void				
GSF		6♣ = A/K, 6D = Q, 6M = 0, 7C = 2				
Gerber after 1NT		0 or 4, 1, 2, 3		DOPE & ROPE		

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				
Exceptions / other agreements				
Agreements after opponents double for takeout				
Redouble	Penalties	New suit	Forcing	Jump in new suit: Fit jump
Jump raise	Pre-emptive	2NT =	Jacoby	Other
Other agreements concerning doubles and redoubles				
NO game try X				
OTHER CONVENTIONS				
After 1NT rebid (12-14), 3 way check back				
1X 1Y 3NT = very good X				
Lebensohl				
Fit Jumps				
Jump cues: (1X) 3X = asking for stop;				
SUPPLEMENTARY DETAILS				
If,2NT is a scramble, not Lebensohl.				
1. LEBENSÖHL – Via 2NT SHOWS a stop. An immediate cue or 3NT DENIES one				
Lebensohl in following situations: 1NT (2X) ? (1X) 1NT (2X/Y) ? (2Y) X (P) ?				
(1X) P (2X) X (P) ? (2♦) X (2♥/♠) ? (1NT) X (2X) ?				
2NT is a scramble if a) both players pass at their at their first opportunity or				
b) if partner passes opposite a first T.O. X				
3. Splinters over 1 of a Major, 1♠ 4♥ = splinter. 9-11; Short suit game tries				
4. Transfer responses to 1♥/♠ overcall, 2NT = 4 card support & high card raise; and fit jumps				
5. (1NT) 2♣ (Majors) 2♦ asks for longer Major (possible start of game try); 2NT = nat., invit.				
2♦ (one Major) 2M = Pass or correct, 2NT = asks:3m = max., 3M = min.				
2M (Major+minor) – 2NT=natural, 3m = pass or correct				



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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 or shade this box if using non-standard leads.		
v. suit contracts	<u>A</u> K	<u>A</u> Kx	<u>K</u> Q10	<u>K</u> Qx	K <u>J</u> 10	K <u>10</u> 9	<u>Q</u> J10
	<u>Q</u> Jx	<u>J</u> 10x	10x <u>x</u>	<u>10</u> 9x	9 <u>8</u> 7x	10 <u>x</u> <u>x</u> x	Hx <u>x</u>
	Hx <u>x</u> x	Hx <u>x</u> x <u>x</u>	Hx <u>x</u> x <u>x</u> o	<u>x</u> x	<u>x</u> <u>x</u>	<u>x</u> <u>x</u> <u>x</u> x	
v. NT contracts	<u>A</u> Kx(x)	AJ <u>10</u> x	<u>K</u> Q10	K <u>Q</u> x	KJ <u>10</u>	K <u>10</u> 9	<u>Q</u> J10
	<u>Q</u> Jx	<u>J</u> 10x	10 <u>x</u> <u>x</u>	10 <u>9</u> x	9 <u>8</u> 7x	10 <u>x</u> <u>x</u> <u>x</u>	Hx <u>x</u>
	Hx <u>x</u> <u>x</u>	Hx <u>x</u> <u>x</u> x	Hx <u>x</u> <u>x</u> <u>x</u> x	<u>x</u> x	<u>x</u> <u>x</u> x	<u>x</u> <u>x</u> <u>x</u> x	
vs NT: 2 nd & 4 th , strong 10s; vs suits: 3 rd from even, lowest from odd at trick 1.							
In partner's suit: 3 rd from even, lowest from odd, <u>xx</u> but, after support, <u>xxx</u>							
vs NT: K lead for unblock at trick 1; Smith Peters; Some McKenney.							
CARDING METHODS							
	Primary method v suit contracts			Primary method v NT contracts			
On Partner's lead	Mostly reverse count			Mostly reverse count			
On Declarer's lead	Mostly reverse count			Mostly reverse count			
When discarding	Mostly reverse count			Mostly reverse count			
Reverse encourage on A or Q lead in NT and in suits; & in need to know situations							
If giving count, original 4 th on second round – except if leading the suit xxxx order is x12x and xxxxx is x1xx2							
Inferential switch eg xxx in dummy: 2 nd highest but low from A & K, top of sequence							
SUPPLEMENTARY DETAILS (continued)							
8. 2♣ 2♦ = any positive; 2♥ = 0-3; 2♠ = 4-7 bal.; 2NT - 3♥ = transfer, 4-7							
9. 1NT 2♣ 1NT 2C							
2♦ 3♥/♠ = 5,5 game/slam invit. 2♦/♥/♠ 3m = nat., F							
10. 1♠ 2m							
3♦/♥ = good 5,5							

GENERAL DESCRIPTION OF BIDDING METHODS			
ACOL WITH WEAK TWOS IN 3 SUITS			
1NT OPENINGS AND RESPONSES			
Strength	15-17	Tick if artificial and provide details below <input type="checkbox"/>	
Shape constraints		Tick if may have singleton <input type="checkbox"/>	
Responses	2♣ Stayman		
2♦	Transfer; raise to 3♥ = invit.	2♥	Transfer; raise to 3♠ = invit
2♠	Range enquiry	2NT	Transfer to 3♣ (♣/♦/m)
Others	4♣ Gerber, 4♦/♥ transfers		Then 3♥/♠ = x
Action after opponents double	Rdbl = strong, 2P = 5+ card suit		
Action after other interference	1 st Dble = take out, 2 nd dble = pen.		
TWO-LEVEL OPENINGS AND RESPONSES			
	Meaning	Responses	Notes
2♣	Strong	2♦ = any positive	8
♦♥♠	Weak	2NT asks) 3♣ = max. (then 3M is F), 3♦ = min.	
2NT	20-22	5 card puppet Stayman & transfers 3♠ = at least 5/4 minors 4P = good 6+ suit, slam invite	
OTHER ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE			
Defence to Multi-Landy: (2♦) X = game invit. +, subsequent Xs = pen.;			
P & X = TO; P & 2NT = m;			
(1♦*) 2♦ = M, 3♦ = pre-empt.			
(1♦*) - (1M) 2♦ = nat.;			
2M = Michaels			

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