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GENERAL DESCRIPTION OF BIDDING METHODS

Medium NT // 5 Card Majors // 2/1 GF

1NT OPENINGS AND RESPONSES

Strength	(14)15-17	Tick if artificial and provide details below <input type="checkbox"/>	
Shape constraints	Doubleton in every suit	Tick if may have singleton <input type="checkbox"/>	
Responses	2♣	Stayman (3m = Nat GF, 3M over 2♦ = 5OM & 4M)	
2♦	♥, New suit GF, splinters, raise NF	2♥	♠, New suit GF, splinters, raise NF
2♠	Range ask or ♣, 3L=short	2NT	5 card Stayman, 3♣ = No 5M, then 3♦ = 4M ask OR 3M = 5OM & 3M
3/4L	3♣=♦, 3♦=55+ mm GF (3♥=♣, 3♠=♦, after 3M S1/S2=short ♥/♠), 3♥=31(54), 3♠=13(54), 4♣=ace ask (#), 4R = xfer (On up to 3♥ in comp); always re-xfr		
Action after opponents double	XX=bid 2♣, suit=lower of 2, P-P-XX=5cd suit		
Action after other interference	X=T/O @ 2L/3L, 2NT => 3♣, 3X GF, 3NT no stop		

TWO-LEVEL OPENINGS AND RESPONSES

Meaning	Responses
2♣	Strong
2♦	2♦ - Nothing to say, Kokish
2♥	New Suit F1 - Raise ELSE Ogust 2NT = Shortage ask (Ogust over 2♦)
2♠	
2NT	20-22
	Puppet, 3/4R = xfer, 3♠ = Minors, 4♣ = 1 minor (4♦ asks)

OTHER ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE

(Please include details of any agreements involving bidding on significantly less than traditional values).

Non-Serious 3M+1 After 2/1

4N opening asks for specific aces (5♣=none, 5N=two, 6♣=clubs)

3N opening is Gambling style (little else in 1st/2nd) and 4♦ asks singleton

1-Way Reverse Drury (2M = bad)

Blackout 2N after 2L reverse ELSE GF

OTHER OPENING BIDS

	Min	CONVENTIONAL MEANING	SPECIAL RESPONSES
1♣	3	Natural	3-way checkback over 1N. 2/1 GF. 1M-2N shows GT+ 4cd support. Inverted minors S1 rebid shows weak NT. 1suit-2higher = VERY weak. 1M-2M (8-11). S1 rebid asks shortage ELSE bid shortage.
1♦	3		
1♥	5		
1♠	5		
3 bids	(6)7	ATV (Constructive in 2 nd /4 th)	3m-4om & 3M-4♣ slam interest. S1 = Bad hand ELSE steps for 1,1+Q,2 etc..

DEFENSIVE METHODS AFTER OPPONENTS OPEN

OPPO OPEN NAT ONE OF A SUIT	CONVENTIONAL MEANING	SPECIAL RESPONSES
Simple overcall	1L = 5 WIDE RANGE, 2L = 6 SOUND	Xfer over 1M-(P/X) from (2♣/1N), 2N//jump-cue = gd4//mixed4
Jump overcall	Weak, Natural 6 Card Suit	As over weak 2
Cue bid	Michaels	Over 2M, 2N ask range (3m=min, 3M=extras + corresponding m)
1NT Direct: Protective:	15-18 Balanced 11-14 Balanced	System On
2NT Direct: Protective:	Unusual 19 - 20	System On
OPPONENTS OPEN WITH	DEFENSIVE METHODS	SPECIAL RESPONSES
Strong 1♣	X / 1♦ / 1N = colour / rank / odd	NT acts as a cue if partner overcall a suit
Short 1♣/1♦	2♣ Nat, 2♦=MM	Bid of opened suit = Nat except is a cue bid when partner overcalls
Any 1NT (1m)-P-(1N) 1m-(1N) (1♣)-P-(1♠*)	Multi Landy Over 1NT opener & (1♣)-P-(1♠*) (denying a major) ELSE Landy Over Wk NT (Max 14): X = Pen (P/H 4M5m). Over Strong NT: X = 1 Minor	
Weak 2	X = TO / Leaping Michaels / Cue asks for stop	Lebensohl
Weak 3	X = TO / Non-Leaping Michaels	After X (& raise) of ♠: 4NT=2suit or sign off ♥. Direct 5♥=slam inv
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
RKCB	14/30, (5N/6L) (even/odd) w/void, 5N specific Kings	D0P1 / R0P1
Exclusion	30/14	Pass - Forcing. X/XX - 1 st Round Ctrl.
Cue Bids // Splinters	1 st /2 nd Round Ctrl // Shortage + Fit	Pass - No 1 st Round Ctrl. X(XX) - 1 st Round Ctrl.

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	Jump at 3L is fit jump; Jump at 4L splinter
Exceptions / other agreements	If bidding over 2M after takeout X : Lebensohl applies. X of artificial-2suiter-bid is seeking a penalty. 1any-(2higher) as over 1N-(2L). 1L-(2N) OR 1m-(2m): Most econ cue = 4th suit GF, Least = Fit GT+.

Agreements after opponents double for takeout

Redouble	10+ pts / No Fit (Forcing to 2M/2N)	New suit	1M-X: transfers	Jump in new suit	FJ / Splinter
Jump raise	Weak / Natural	2NT	Good Raise	Other	For Minor Jump Raise & 2NT are inverted

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 4th hand.

Oppo xfer after 1N: X shows that suit (usually overcalling strength) but X 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.

SUPPLEMENTARY DETAILS

(Please cross-reference where appropriate to the relevant part of card and continue on back if needed).

After 1suit-2N: 3♣=min, 3newsuit=extras & short (3mysuit for clubs), 3N=extras no short, 4L=min with void.

1m-1Y-2N: 4suit transfers. Not after Gazilli.

After 1M-2lower: 2M=6+, reverse=shape, 2N=bucket bid (No Xfers), jump 3L=shortage, 3M is good 7cd suit.

After 1m-1M-2M: 3Lsuit promises 5M, S1 is general force, Natural responses.

1M-3M+1: Unspecified Splinter, S1 asks, Natural responses. 1M-4lower = Void. 1♥ - 3N = Void Spade.

2N-3♣-3♦: 4♣=Slam interest both M (4♦=RKCB for ♥, 4N=RKCB for ♠, 4M=no interest). 4♦=Game Only.

1M-1L-2N: 6-4 + Extras, 3♣ = Asks, 3♦ = Min with ♦, 3♥ = Min with ♣, 3♠ = Max with ♦, 3N = Max with ♣.

1M-3Lower: Natural & Invitational.

FSF is GF: jump in fourth suit below 3N is 55 GF (above=support and short in partner's first suit), over FSF lowest suit bid=neutral/stuck, repeat of FSF is asking again.

Intervention over asking bids: P if they bid above your bid, X if they bid your bid, ELSE respond as normal.

2N on weak hands (Lebensohl) applies on all bids over their 2M in response to partner's takeout double; if game try not needed, 2N=scramble.

Defence to transfers over 1♣: (1♣)-P-(1Red): Cue = Takeout, X = Lead Directing.

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	A <u>K</u>	A <u>K</u> 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 <u>x</u> x	10 <u>9</u> x	9 <u>8</u> 7 x	10 x x <u>x</u>	H <u>x</u> x
	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 x x <u>x</u> x
v. NT contracts	A <u>K</u> x (x)	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 <u>x</u> x	10 <u>9</u> x	9 <u>8</u> 7 x	10 x x <u>x</u>	H <u>x</u> x
	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 x x <u>x</u> x

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

A/Q = Rev Attitude, K = Rev Count

2nd/4th's in general, 3rd/5th's in partners suit (also implied suit)

CARDING METHODS

	Primary method v. suit contracts	Primary method v. NT contracts
On Partner's lead	Reverse Attitude	Reverse Attitude
On Declarer's lead	Reverse Count	Reverse Count
When discarding	Reverse Count	Reverse Count

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

Suit Preference Signals

SUPPLEMENTARY DETAILS (continued)

(3any)-3N-(P): 4♣ = Range Ask, 4♦ = Single Suit Game Only, 4M/5m = Mild Slam Try.

After 4♣: 4♦ = <17, 4♥ = 18-19, 4♠ = 20-21, 4N = ≤7 Tricks in m, 5m = 8+ Tricks in m, 5♥ = 22-23, 5♠ = 24+.

After 4♦: 4♥ Pass/Correct (Break = Solid Suit). After 4♥: P/4♠/5m = To Play, 4N = 2 Lowest.

After 4M: 4N = To Play.

(3any)-3N-(P)-4♣-(P)-4Red: 4next suit = Blackwood (0/1/2/3/4), 4N = To Play.

(3any)-3N-(P)-4♣-(P)-4♠: 4N = Blackwood (0/1/2/3/4).

(3x)-P-(4x)-P-(P)-X = Penalty.

Gazilli (2♣ = Weak 6M or Strong) (1M-1Any-2M = 5M & 4+C)

1♣ - 1♦ - 1N: 2m = To Play, 2M = Nat GF, 2N = Nat Inv, 3m = Nat Inv.