

OTHER OPENING BIDS	
Opening Len Responses	
1 bids	4 Limit Raises, Splinters, 1M-2N=Jacoby Jump Shifts: 2X=Weak (4-7), 3X=Mini Splinters (9-11) Jacoby: 3X=Short, 4X=Decent Suit, 3M=15-17/Bal, 3N=18+ Bal, 4M=Min
3 bids	6 Suits below game are forcing, 4C (4D over 3C) = Keycard (0, 1, 1+Q, 2 etc)
DEFENSIVE METHODS AFTER OPPONENTS OPEN	
Opponents open a natural one of a suit	
Simple overcall	Nat, new suit F1
Jump Bid	Weak, Constructive in Protective
Cue bid	Michaels: (3C=P/C, 2N asks 3m=min, 3M=Linked plus extras)
1NT	Direct: 15-17 system on Protective: 11-14 system on
2NT	Unusual: Lowest TWO remaining (when showing minors, 3M=GT in Linked Minor) Protective: 19-21 System On
Opponents open with	
Strong ♣	X=Majors, NT=Minors, Jumps=Weak
Short ♠/♦	Treat as Nat, If the responder denies a major then 2C=Landy
1NT (3NT)	2C(4C)=Landy, 2N=Minors or GF 2-suiter, Other Natural After Landy: 2D=Ask (after 2M: raises or OM is Nat Inv) 2M=NF 2N=Nat 3M=Pre-emptive
Weak 2	X=T/O with Lebenshol , Cue=Stop Ask, 2N=16-18, 3N=19+
Weak 3	X=T/O, Cue-Bid=2Highest, 4NT=Two Lowest, 3N=16+
4 bids	X=T/O, 4NT=2-suiter over M OR Nat over m
Multi 2♦	X=13-15 or Unbal 17+, 2NT=16-18, 3M=Strong, 3N=19+
	3N Overcall after Weak Openers: 4C=Range ask (2pt steps) 4D=Puppet to suit (Game Only) Suit=Slam interest here
SLAM CONVENTIONS	
<ul style="list-style-type: none"> RKCB: 1430, 5NT=0/2 + Void, 6C=1/3 + Void. Then 5NT asks for specific of kings. Exclusion: Steps: 0/3,1,2 DOPI/ROPI: apply to all the above. 4N Opener: Specific Ace ask, 5C=None, 5N=Two, 6C=CA 	

COMPETITIVE AUCTIONS		
Agreements after opening of one of a suit and overcall by opponents		
Level to which negative doubles apply	4D beyond that doubles are more value orientated	
After 2 suit overcalls	X=Pen interest, Low Cue=Unbid Suit, High Cue=UCB	
Exceptions / other agreements	1m-(1H)-1S=5 Spades, X=4 Spades	
Agreements after opponents double for takeout		
Redouble: +10pts	New suit: Natural F1R	Jump in new suit:
Jump raise: +4CS Pre-empt	2NT: +4CS (+10pts)	Mini-Splinter
Other agreements concerning doubles and redoubles		
<ul style="list-style-type: none"> Responsive doubles deny the other major or shows both majors. Responding to T/O doubles: Jump=9-11pts, Cue-bid=+12pts Game Try Doubles Lightner Doubles Most Low Level Doubles are Take Out Oppos run after 1NTX: 1st Double=T/O, Bids=Lebensohl, Pass forces Double. 		
NOTES		
After Opener Raises Responder's Major to 2M, Next Step is General Ask (Invite+)		
<ul style="list-style-type: none"> 3M=Min with 4 card support 4M=Max with 4 card support New Suit below 3M=Natural with 3 card support New Suit above 3M=Shortage with 4 card support Rebid Own Suit=6+ with 3 card support Jump Rebid Own Suit=6+ with 4 card support 		
Lebensohl (Slow Shows): Cue is Staymanic		
Game Tries: Asks for help in long suits		
Helvic (Escape by opener or responder):		
<ul style="list-style-type: none"> Pass: To Play. XX: Forces 2C to show ANY 5 Card Suit 2C/2D/2H: Lower to Two 4 Card Suits 2S: Clubs 2NT: Diamonds 		
Leaping Michaels		
After opps open 2M or (1M)-P-(2M): 4m=Minor + Other Major 5/5		
After opps open 2D or (1m)-P-(2m): 4om=Other Minor + Major 5/5		
Non-Leaping Michaels		
After opps open 3M or (1M)-P-(3M): 4m=Minor + Other Major 5/5		
After opps open 3m or (1m)-P-(3m): 4om=Other Minor + Major 5/5		



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OPENING LEADS

(For all the card combinations shown, clearly mark the card normally led if different from the underlined card).				(Shade this box grey if using non-standard leads).			
v. suit contracts	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 contracts	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:-

- Ace asks for attitude for the Queen.
- King asks for count
- Count=Standard (Hi-Lo=Even)
- Attitude=Standard(Hi-Lo=Like)
- Leads: 2/4 throughout, 3rd/Low when leading partners suit

CARDING METHODS

Signals	Primary method	Secondary method
On Partner's lead	Attitude	Suit Pref
On Declarer's lead	Count (Smith vs NT)	Suit Pref
When discarding	Attitude	Count

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

SUPPLEMENTARY DETAILS

- After opener rebids 1NT(15-17pts)
All Jump bids and rebids are game forcing
2C forces 2D for weak ♦ or any invitation
2D=Checkback(GF)
2NT forces 3C for weak ♣
- After opener jump rebids 2NT(18-19pts)
3C=forces 3D then Pass=Weak ♦, 3M=Weak Major, 3NT=Slam Try in Openers Suit.
3D=Checkback(GF)
- After 2/1
2NT rebid (15-19pts): Natural continuations (responder rebidding own suit shows 6+)
3NT rebid (17-19pts with 4 card Support)
- After a reverse (F1)
Lower of 4th suit or 2N = Blackout (5-7)
- Bidding the 4th Suit (Game Forcing)
A single jump agrees partners last bid suit showing a splinter here
A double jump agrees partners last bid suit showing a splinter in openers first bid suit

GENERAL DESCRIPTION OF BIDDING METHODS

Acol, 3-weak-twos

1NT OPENINGS AND RESPONSES

Strength 12-14 (11-14 NV), may contain 5M or 6m, singleton possible with 3 suiter
Responses: 2♣ Stayman: Promissory
After 2D: 2M=Garbage, 3M=Smolen(4/5), 4C=Gerber, 4R=Delayed-Texas(6/4)
After 2M: OtherMajor=AgressMajor(Game+), 3M=invites, 4C=RKCB
If Stayman doubled: Pass shows a Club stop then XX=re-Stayman

2♦/2♥ Transfers: Break to 3M=4cnds and Maximum
After 2M: 2OM=GT, 3OM=5/5(GF), 3M=invites, 4M=Game+
If Xfer doubled: Pass denies 3cnds, XX=Max+1½stops and denies 3cnds

2♠ Range Asking: 2NT=Minimum, 3C=Max
After 2NT or 3♠: Pass/3C/3D/3NT=2play, 3M=Singleton & Minors(5/5)

2NT 5cd Stayman: 3♠ denies then: 3D=4cd Stayman, 3M=Fake-Smolen(5OM)

3♠/3♦ Natural & Strong
3♥/3♠ Singleton OM, 3M & Minors(5/4)
4♣ Gerber 0/4, 1, 2, 3
4♦/4♥ Texas (4N=Keycard, Suit=Exclusion)

They double Helvic
They overcall Natural: X=T/O, bids=Lebenshol. Artificial: X=+8pts, P&X=Penalty

TWO-LEVEL OPENINGS AND RESPONSES

Opening	Meaning	Responses
2♣	GF or Bal. +22pts	2D=Nothing to say (2H rebid=Kokish) 2N=Positive 5/5 Minors, Suit=Positive 6+ or 5/5
2♦	6cd Weak	2x=NF, 3x=GF, 4C=Keycard (0,1,1+Q,2 etc)
2♥	Constructive in	2N=Enq (Rebid=Min, Suit=Values, 3NT=Max)
2♠	4th	
2NT	Bal.20-21pts	3C=Stayman(with Smolen), 3R=Transfers, 3S=2Minors, 4m=Nat Slam Interest (4N=To Play, Else Cue), 4H=Clubs (Game Only), (4S/4N=Perfect Hand Spade/Heart Cue) 4S=Diamonds (Game Only) (4N/5C=Perfect Hand Spade/Club Cue)

ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE

- Support Doubles/Redoubles (If 2M available)
- New Suits below 3N after minor suit fit initially NT probes (asks if remaining otherwise shows)
- In comp: After we open, 2N=Nat, Cue=Fit. After we overcall, 2N=Fit 4, Cue=Fit 3