

**OPENING LEADS: initially 3<sup>rd</sup>/low at suits (attitude later), 2<sup>nd</sup> & 4<sup>th</sup> at NT  
strong K at NT, T can be high card at NT**

|         |                                                             |                                                          |                                                      |                                                |                                                   |                                                           |                                               |
|---------|-------------------------------------------------------------|----------------------------------------------------------|------------------------------------------------------|------------------------------------------------|---------------------------------------------------|-----------------------------------------------------------|-----------------------------------------------|
| v. suit | <b>A</b> <b>K</b><br><b>Q</b> J x<br>H x <b>x</b> x         | <b>A</b> <b>K</b> x<br><b>J</b> 10 x<br>H x x x <b>x</b> | <b>K</b> Q 10<br>10 x <b>x</b><br>H x <b>x</b> x x x | <b>K</b> Q x<br><b>10</b> 9 x<br><b>x</b> x    | K <b>J</b> 10<br>9 8 <b>7</b> x<br>x x <b>x</b>   | K <b>10</b> 9<br>10 x <b>x</b> x<br>x x <b>x</b> x        | <b>Q</b> J 10<br>H x <b>x</b>                 |
| v. NT   | <b>A</b> K x ( <b>x</b> )<br><b>Q</b> J x<br>H x x <b>x</b> | A <b>J</b> 10 x<br><b>J</b> 10 x<br>H x x <b>x</b> x     | <b>K</b> Q T9<br>10 x <b>x</b><br><b>x</b> x         | K <b>Q</b> Tx<br><b>10</b> 9 x<br>x <b>x</b> x | K <b>J</b> 10<br>9 <b>8</b> 7 x<br>x <b>x</b> x x | K <b>10</b> 9<br>10 <b>x</b> x <b>x</b><br>H <b>9</b> 8 x | <b>Q</b> J 10<br>H x <b>x</b><br>H 9 <b>8</b> |

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

A/K above 3N for attitude/count. (reverse)

If giving count on later round: high-low = CURRENT event

From AK doubleton, whatever feels unusual.

3<sup>rd</sup>/low partner's suit at NT

Strong K at NT (for unblock): only trick one and not in a suit shown by third hand

**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      | Low for even number     | Same                            |

**Other carding agreements**

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

(SMITH): Hi-Low in their suit = WAKE UP signal

**SUPPLEMENTARY DETAILS (continued)**

> After 1M-P-2N-P : 3♣=min, 3♦...3N=extras+shortage in BLMH, 4L=min with void;  
after 3♣ 3♦ asks shortage in LMH then good5cd suit. IN COMP: 3M=min

> After a reverse at 2L : suit at 2L is F1, 2N puppet to 3♣ for weak hands, any suit at 3L is GF.

- 1M-suit-3M-4m : new suit is cue for major, rebid of suit is natural
- 1M-1N-3M-4m : natural and forcing (1♠-1N-3♥-4m too)

> 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: 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.

1N-3♣-3♦=ask (3♥-3♠ denies), 1N-3♥ denies 4♥, 1N-3♦-3♥-3♠ denies 4♠

1N-2♠-2N gets 3♦=short M+long minor; 3♥=long ♣; 3♠+=long ♦

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Last changed  
 29 Mar 2026

## GENERAL DESCRIPTION OF BIDDING METHODS

Prepared ♣ & transfers, medium NT, three weak twos

### 1NT OPENINGS AND RESPONSES

Strength **good 14 - average 17** Occasional singleton

Resp 2♣ Stayman (followed by 3m GF, 2♠=invite, 2♦-3M GF 5422)

2♦ hearts, then artificial except for 3N, and jump splinter 2♥ spades, then artificial except for 3N, and jump splinter

2♠ puppet to 2N for 3♣=5cd ask, 3♦...3N long minor GF hands 2N Puppet to 3♣; weak one minor (p/c) or GF both minors 10+cds

Others 3X=short in a suit below; 4♣=majors, 4R = transfer; breaks will re-transfer

Action after X PENALTY => XX=bid 2♣, suit=lower of 2, P-P-XX=5cd suit else system on

Action after overcall 2♣(no suit or ♣) system on; X natural is takeout @ 2L/3L; X of artificial=claiming ownership; 2N+ transfers, 3N natural stop

### TWO-LEVEL OPENINGS AND RESPONSES

2♣ Strong 2♦ nothing better; 2♦-2♥ is hearts of GF flat, 2♠ asks: and then 2N=flat GF, 3♣=single suited ♥, 3♦=♥+♠, 3♥=♥+♣, 3♠=♥+♦

2♦ weak two, varies with vulnerability & position, 3-7 2N+ transfers, many artificial sequences; raise=invite; jumps=splinters  
 2♥ through to 6-10 and 10-13.  
 2♠

2N 20-21 balanced 3♣ Muppet 5-cd ask, 3/4R transfer, 3♠=♣+♦, 4♣ one minor (4♦ asks)

### OTHER ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE

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

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

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

NEW GAZILLI (2♣=weak with 6+M or strong)

SHORTAGES=>BLMH order

1♣-<1any>-P-P-1N-P: Stayman & transfers apply

## OTHER OPENING BIDS

|          |  | len | MEANING                                          | RESPONSES                                                                                                                                                                                |
|----------|--|-----|--------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1♣       |  | 2+  | Clubs or Balanced                                | 1R=transfer, 1♠=♦ (&♣) or flat; 1N/2♣/2N promise ♣ NF/GF/inv; 2♦=majors, 2M low end wk2; 3♣=weak, 3higher=inv; 1R-1M/1N=flat 11-14, 18-19 then transfer checkback; 1R-2N=good raise of M |
| 1♦       |  | 4+  | Unbalanced                                       | 2♦ F1, 2M=low end wk2; 1♦-1M-1N=any 16+; 3♣=inv ♣                                                                                                                                        |
| 1♥       |  | 5+  | Natural                                          | 1N wide-ranging NF; 2-lower GF; 3-lower invitational; 2N is 4cd support even if they bid (GT values); 1M-2M and P-1M-2♣ = top end raise                                                  |
| 1♠       |  |     |                                                  |                                                                                                                                                                                          |
| 3m<br>3M |  | 6+  | constructive in 2 <sup>nd</sup> /4 <sup>th</sup> | 3m-4om and 3M-4♣ artificial slam interest over which step1=bad hand else steps for 1,1+Q,2                                                                                               |

## DEFENSIVE METHODS AFTER OPPONENTS OPEN NATURAL 1X

|                                        |                                                                                                                |                                                                                                                                                      |
|----------------------------------------|----------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------|
| Simple overcall                        | wide range                                                                                                     | transfers after <1suit>-1M-P/X from 2♣/1N (not 4 <sup>th</sup> /6 <sup>th</sup> seat overcall), raises light, 2N/jump-cue=good/mixed 4cd raise; FJs, |
| Jump overcall                          | weak, except strong over weak                                                                                  | 2N+ over weak2 as over weak2 opener                                                                                                                  |
| Cue bid                                | over minor, majors over majors, OM + a minor sandwich: RHO suit=natural                                        | over 2M, 2N asks range (3m=min, 3M=extras+that m)                                                                                                    |
| 1N Direct:<br>Protective:              | 15-18<br>11-14                                                                                                 | system on unless 2 suits bid when lowest cue=Stayman if opposition bids, as over 1N opener                                                           |
| J Direct:<br>2N Protective:            | at least 55 two lowest suits (weak or strong, not basic opener)<br>Protective=18-19 flat + system on.          |                                                                                                                                                      |
| OPPONENTS OPEN WITH                    | DEFENSIVE METHODS                                                                                              | SPECIAL RESPONSES                                                                                                                                    |
| Strong 1♣                              | X/1♦/1N are two suits same colour / rank / odd                                                                 | NT acts as cue bid if partner overcalls a suit                                                                                                       |
| Short 1♣/1♦ (not promised 3)           | <1♣>-1♦=wkNT (2♣+ as over 1N opener); 2♣ nat, 2♦ majors and 2N minors; over 1♦ unchanged                       | bid of opened suit natural except is a cue bid when partner overcalls                                                                                |
| Any 1NT<br>Gambling 3N<br>Over 1m-P-1N | 2♣=majors; 2♦=one major<br>2M = that M + a minor<br>2N minors or GF 2-suiter;                                  | 2♣-2♦ asks 2♦-2M/3M pass/correct 2♦-2N asks (3m= max); over 1N-2N bid better minor                                                                   |
| Weak 2                                 | X takeout with ELC, else natural, cue shows MM or stopper ask; 2N shows 16-19 system on. Leaping Michaels (NF) | 2N over X asks better m 3lower=weak, (REV better-m Lebensohl)                                                                                        |
| Weak 3                                 | X takeout, cue is MM or m+OM<br>3any-3N-P gets 4♣=range ask, 4♦=puppet, else=slam invite                       |                                                                                                                                                      |
| 4 bids                                 | X takeout over m/values over M; 4m-4N is natural                                                               |                                                                                                                                                      |
| Multi 2♦                               | X balanced 12-16 or strong, P then 2N minors; 4m=m+M                                                           |                                                                                                                                                      |

## SLAM CONVENTIONS

|                                                                   |                                                                                                                                                                                                                          |                               |
|-------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------|
| 4N ace asking<br><br>cue aces and kings equally<br><br>4♣ ace ask | 5♣=1/4, 5♦=0/3, 5♥=2-noQ, 5♠=2+Q,<br>5N=0/2+void, 6X=odd#+void;<br>Qask: NO=trumps suit<br>after 4N, then 5N asks specific kings.<br>exclusion RKC when obvious, step1=0/3<br>count with 4♦=0 and 5♣ for kings similarly | P0D1B2<br>if too high<br>PEDO |
|-------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------|

## COMPETITIVE AUCTIONS

Agreements after opening of one of a suit and overcall by opponents

|                                       |                                                                                                                                                                                                                              |
|---------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Level to which negative doubles apply | 4♠, higher doubles increasingly values, less takeout.<br>only 1N-X and 1any-1N-X are penalty                                                                                                                                 |
| Special meaning of bids               | jump at 3L is fit jump; jump at 4L splinter                                                                                                                                                                                  |
| Exceptions +                          | if bidding over 2M after takeout X: std Lebensohl applies<br>X of artificial-2suiter-bid is seeking a penalty<br>1any-<2higher> + <1♣>-1♦-<2level>: as over 1N-<2level><br>1M-<2M>: 2N/3♣ transfers and OM/3♦=GT+ 4/3cd supp |

Agreements after opponents double for takeout

|            |                  |          |                          |                  |                          |
|------------|------------------|----------|--------------------------|------------------|--------------------------|
| Redouble   | 10+ penalty seek | New suit | 1M-X: transfers          | Jump in new suit | weak over 3+suit else FJ |
| Jump raise | pre-emptive      | 2NT      | 4 cd support, good raise |                  |                          |

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.  
 After 1N-X-suit: X by 4th seat is general values, second X by 2nd shows extra values & willing to defend; no forcing passes  
 Double of weakNT-2♣ is general good hand. X of expected lead discourages  
 1any-X-suit-X is that suit  
 1N-P-2♣-X: pass=no stop, and after 2♣-X-P-P 2♦=GarbageStayman & XX gets transfers.

## OTHER CONVENTIONS

Transfer checkback after opener shows balanced hand: 2♣ puppet to 2♦ for weak ♦ or any invitation; 2R Retransfer; 2M GF with four, 2N puppet to 3♣.  
 After 1m-1M-2M: 3Lsuit promises 5M, step1 is general force, natural responses  
 1M-1L-2♣ = Any 16+ or 6M and limited; 1M-1L-2N=6M4m with extras  
 <any>-1M-<any>-2N-P-3M weakest  
 After 1M-2lower : 2M promises 6+, reverse=shape, 2N=bucket bid on poor hands <WITH TRANSFERS>, jump 3L=shortage, 3M is good 7cd suit  
 1M-<3OM> and 1♦-<3M> get 4♣=good raise, 4♦=lowest suit (ST), 4OM=higher suit (ST)  
 After 1m-<2m=majors>: 2M=GF with m, 2N=puppet for weak, 3m=invite  
 Over their unusual 2N, higher cue is good raise (except 1♦-2N)  
 After ANY strong and balanced 2N where no suits promised – Stayman and Transfers  
 After ANY balanced, NF 2N bid where we have bid 1/2 suit(s) – transfers