

**OPENING LEADS : 2<sup>nd</sup> & 4<sup>th</sup>, strong K at NT at trick one, might small from T at NT**

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

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

A/K above 3N for attitude/count.

If first (second) card forced, count later=high from current even.

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 low for even on K lead
Declarer's lead	Low for even number	Same
Discarding	Unwanted suit (reverse count) else High for higher suit and Low for lower suit	
Other carding agreements		

Count HI=ODD : Attitude HI=BAD : Spare cards usually McKenney

If dummy short or honours known, suit preference (unless length matters)

If high cards known; default signal is count

**SUPPLEMENTARY DETAILS (continued)**

Responses to 1♣:

- 1R shows 4+ in next suit
- 1♠: flat or ♣&♦ or ♦ GF or invite in ♣; then 1N 11-13 (then 2/3M=short), 2♦ 17-19 (2♥ ask [2♠ good], 2♠ for 2N, 2N ♣&♦ slam interest & no shortage, 3♣ TF,, [2♥/♠-nx-]3M short [5-4] 5-5 minors)
- 1N/2N natural; 2♣: GF in ♣/♦ then step1/2N = flat;
- 2♦: 4+♥ & 5+♠ limited (2N asks)
- 2M: lowe end weak2 • 3D inv to 3N • 3M constructive p-e

After 1♣-1♦/♥:

- 1M weak • 1N 17-19 • 2R reverse – all <4 cards in M (but 2D special)
- 2/3M wk/gd raise • 2N strong raise (3♣ GT,3R txf,,short suit slam tries)

After 1♣-1♦/♥-1M/N (&1♥-1♠-1N): 2♣ for 2♦ to play/invite • 2♦ shows hearts etc, 2N for 3♣ or to show shortage in 4M5♣ hand • 3lower = GF 55+hand

TRANSFERS AFTER 1D-<2M> (2N/3C), and 1H-<2S> (2N/3C/3D) and after 1M-<2M> with 3D good 3cd raise

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## GENERAL DESCRIPTION OF BIDDING METHODS

Prepared ♣ & transfers, medium NT, Multi & Lucas

### 1NT OPENINGS AND RESPONSES

Strength	14-16		Possible singleton
Resp	2♣	Stayman (followed by 3m GF, 2♦-3/4♥ NF both majors)	
2♦	Hearts, then new suit GF, jump splinter, raise NF		2♥ Spades, then new suit GF, jump splinter, raise NF
2♠	Puppet to 2N, then 3m=♣+♦ and 3♥ ♠=forcing with ♣ ♦		2N Puppet to 3♣, P 3♦ is weak, 3M shortage GF with ♣+♦
Others	3X = shortage, 4♣ ace ask; 4R transfers (off if intervention)		

Action after X XX=bid 2♣, suit=lower of 2, X-P-P-XX=opener 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♦ nothing better to say 2♦-2♥=hearts or GF flat (2♠ asks) 2♦ and then lowest suit over suit rebid = dbl-neg	
2♦	Weak 2M only	2/3M p/correct, 2N/4m enquiry 2N-3m=non min with next asks	
2♥	55+ ♥+minor	3-10 (atv)	2♠ F1 (2N max no support), 2N/3♦ enquiry, 3♣ pass/correct, 3OM invite
2♠	55+ ♠+minor	10-13 (4 <sup>th</sup> )	
2N	Balanced 20-21	3C=5cd ask, 3R/4R=transfer, 3S=minors	

### 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)  
Only refusal of 1N-2R is by 2N; always re-transfer where possible.

## OTHER OPENING BIDS

		len	MEANING	RESPONSES
1♣		2+	clubs or balanced	red suit transfers; 1♠=flat or diamonds; 2♣=FG; 2♦ limited majors; 2M weak; accepting transfers is weak NT; transfer checkback
1♦		4+	unbalanced	inverted raises; 1♦-1M-1N/2♣ are transfers (2N good raise); 2M low end weak2; 3♣ invites
1♥		5+		raise strong; 1M-3♣=4M raise; 1M-2N GF-Jacoby; firstDJ=any splinter, next3=voids bid
1♠				
3m 3M		6+	constructive in 2 <sup>nd</sup> /4 <sup>th</sup>	over 3L : 4m shows slam interest (m-4N=LT) over 4M: 5L-suit is asking (step1=2 losers)

## DEFENSIVE METHODS AFTER OPPONENTS OPEN NATURAL 1X

Simple overcall	wide range	2N=4cd GT support, jump fits; TAO from 2♣ (1N if X)
Jump overcall	weak, except strong over weak	2N over 2M game try enq (show shortage)
Cue bid	over minor, majors over majors, OM + a minor Jcue=stop ask, DJcue = g4M	over 2M, 2N asks range (3m=min, 3M=max that m) over 2M, 3D is GT major
1N	Direct: 15-18 Protective: 11-14	system on unless 2 suits have been shown (3+)
J 2N	Direct: Protective:	at least 55 two lowest suits (weak or strong, not basic opener) protective=18-20 flat + system on.
cOPPONENTS OPEN WITH	DEFENSIVE METHODS	SPECIAL RESPONSES
Strong 1♣	X/1♦/1N two suiters (CRO)	NT acts as cue bid
Short 1♣/1♦	2♣=natural, 2♦=majors, 2N=minors, 3m=SJO	bid of opened suit natural except is a cue bid when partner overcalls
NPH only Any 1NT 1m-P-1N	2♣=majors; 2♦=one major 2♥/♠ = 5 of ♥/♠ plus minor; 2N minors or GF 2-suiter; 1N-P-xfer-4m shows m+OM	2♣-2♦ asks 2♦-2/3M is p/correct; 2♦-2N asks (3♣/3♦=non-min♥/♠) 2M-3♣ is p/correct, -3♦ GT
Weak 2	X takeout, cue shows MM or asks stop, 2N shows 16-19 with system on, 4m=m+OM	2N over X forces 3♣ (Lebensohl even over 2♦)
Weak 3	X takeout, cue is MM or m+OM	
4 bids	X takeout over m/values over M; 4N natural over 4m	
Multi 2♦	X balanced 12-16 or strong, P then 2N minors.	

## SLAM CONVENTIONS

Name	Meaning of Responses
4N ace asking	5♣=1/4, 5♦=0/3, 5♥=2-noQ, 5♠=2+Q, 5N=evenKC+void, 6X=oddKC+void; Qask- trumps=no; after 4N, 5N asks to bid K
4C ace ask	count with 4♦=0 and 5♣ for kings similarly
Exclusion ask	responses are 0/3 then 1/4

## 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; 1N-X, 1any-1N-X: all penalty				
Special meaning of bids	jump is fit jump up to 3♠; d-jump or 4L is splinter;				
Exceptions +					
Agreements after opponents double for takeout					
Redouble	9+ penalty routinely Hx of overcall	New suit	F1	Jump in new suit	weak over 1♣ else F1 FJ
Jump raise	pre emptive	2NT	high card raise		

### Other agreements concerning doubles and redoubles

Responsive X denies 4OM unless GF; 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)

Cue bids in sandwich : the more useful is natural, the other is 2-suiter

If they double our artificial bid : if we have previously bid NT then response|P shows|denies stopper, else response|P shows|denies support EXCEPT 1N-2R-X..

If freed from response to artificial raise, weakest bid is our suit at level intended.

## OTHER CONVENTIONS

Intervention over asking bids (except RKC): 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 3♣ for weak hands (3♦ for any refusal to sign off), any suit at 3L is GF.

1any-X-suit-X shows that 4+ of suit and at least a few values

1M-<overcall>-2N =4cd support, GT+ hand (so cue=3cd support)

By PH over their 1N : X=1m or both M, 2m=5m4M, 2M=5M4m