

OTHER OPENING BIDS			
	len	MEANING	RESPONSES
1♣	4+	Natural	1N (2N) rebid 15-17 (18-20) with 3-way checkback over 1N simple 2N rebid GF1 any-2N shows <u>GT+ 4cd support</u> . Over 1M (x) 3N = pre-emptive raise with some defensive values.
1♦	4+		
1♥	4+		
1♠	4+		
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 RKC response
3M	6+		
DEFENSIVE METHODS AFTER OPPONENTS OPEN NATURAL 1X			
Simple overcall		Wide Range	
Jump overcall		Weak except strong over weak	2N over 2M game try enquiry (responses as over weak 2)
Cue bid		Over minors=majors Over majors=OM + a minor. Sandwich RHO suit=natural	Over 2M, 2N asks range (3m=min,3M=extras + that m)
1NT	Direct: Protective	15-18 11-14	System on unless 2 suits bid when lowest cue is Stayman
J 2NT	Direct: Protective	At least 5/5 two lowest suits (weak or strong not basic opener) Protective = 18-19 flat + system on	
OPPONENTS OPEN WITH		DEFENSIVE METHODS	SPECIAL RESPONSES
Strong 1♣		X / 1♦/1N are 2 suits same colour / rank / odd	NT acts as a cue if partner overcall a suit
Short 1♣/1♦		Over 1♣: 2♣ nat, 2♦ majors and 2N minors. Treat 1♦ as natural	Bid of opened suit natural except is a cue bid when partner overcalls
1NT Strong 2♣, 2N Gambling 3N Over 1m-P-1N		2C=Majors, 2♦=one major 2M = that M + a minor 2N minors or GF 2-suiter X of strong NT = 1 minor	2♣-2♦ asks 2♦-2M/3M pass/correct 2♦-2N asks (3m=max); over 1N-2N bid better minor
Weak 2		X = TO, else natural, cue shows MM or m+OM, 2N shows 16-19 with system on	2N over X forces 3♣ (Lebensohl)
Weak 3		X = TO, cue is MM or m+OM	
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
4N Ace asking	5♣=1/4, 5♦=0/3, 5♥=2-noQ, 5♠=2+Q 5N=0/2+void,6X=odd#+void Q ask: NO=trumps suit After 4N then 5N asks K#	P0 D1 B2
4♣ Ace ask	Count with 4♦=0 and 5♣ for Kings similarly. Exclusion RKC when obvious	
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; Only 1N-X and 1any-1N-X are penalty	
Special meaning of bids	Jump at 3L is fit jump; jump at 4L is splinter;	
Exceptions / other agreements	If bidding over 2M after TO double: Lebensohl applies	
Agreements after opponents double for takeout		
Redouble 9+ Penalty Seek	New F1 suit	Jump in new suit: Fit Jump
Jump raise	Pre-emptive	2NT 4 card 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 1any-X-suit-X is takeout After 1N-X-suit: first double TO, subsequent doubles penalty. Over 2m forcing pass by 4 <sup>th</sup> hand Of opponents transfer after 1N: X shows that suit (usually overcalling strength) but double 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		
OTHER CONVENTIONS		
3 way check-back: 2♣ puppet to 2♦ for weak ♦ or any invitation: 2♦ GF; 2N puppet to 3♣		
After jump 2N rebid: Transfer responses by responder. <u>After simple 2N rebid : 3C asks range and 3D=extras</u>		



Name Garry Watson

EBU No. 070752

Partner Richard Chamberlain

EBU No.

OPENING LEADS: initially 2 <sup>nd</sup> & 4 <sup>th</sup> , strong K at NT, T can be a high card at NT							
v. suit contracts	<u>A</u> <u>K</u>	<u>A</u> <u>K</u> x	<u>K</u> <u>Q</u> 10	<u>K</u> <u>Q</u> x	K <u>J</u> 10	K <u>10</u> 9	<u>Q</u> <u>J</u> 10
	<u>Q</u> <u>J</u> x	<u>J</u> 10 x	10 <u>x</u> x	10 9 x	9 <u>8</u> 7 x	10 <u>x</u> x x	H x <u>x</u>
	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	
v. NT contracts	<u>A</u> <u>K</u> x ( <u>x</u> )	A <u>J</u> 10 x	<u>K</u> <u>Q</u> 10	<u>K</u> <u>Q</u> x	K <u>J</u> 10	K <u>10</u> 9	<u>Q</u> <u>J</u> 10
	<u>Q</u> <u>J</u> x	<u>J</u> 10 x	10 x <u>x</u>	10 9 x	9 <u>8</u> 7 x	10 <u>x</u> x <u>x</u>	H x <u>x</u>
	H x x x	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	

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

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

If giving count, original 4<sup>th</sup> on second round – except if leading the suit xxxx order is x12x and xxxxx is x1xx2

From AK doubleton, whatever feels unusual

Strong K at NT (for unblock/count): only trick 1 and not in suit shown by 3<sup>rd</sup> hand

### CARDING METHODS

	Primary method v suit contracts	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 (Hi=ODD)

Attitude with respect to the obvious switch: if switch certain and 2 options, then suit preference

### SUPPLEMENTARY DETAILS (continued)

- After 1suit-2N: 3♣=min, 3newsuit=extras & short (3mysuit for clubs), 3N=extras no short, 4L=min with void: after 3♣ responder uses same style with 3mysuit=sign off
- After a reverse at 2L: suit at 2L is F1, 2N puppet to 3♣ for weak hands, any suit at 3L is GF
- After 2L response new suit is forcing, jump rebid is game forcing, and a jump in a new suit is shortage agreeing the last bid suit.
- 1♥-suit-3♥-4m: new suit is cue with hearts, rebid of suit is natural
- 1M-1N-3M-4m: natural and forcing
- FSF (above 1♠): asks partner to describe hand: is GF: jump in 4<sup>th</sup> suit below 3N is 55 GF (above=support and short in partners first suit), over FSF lowest suit bid=neutral/stuck, repeat of FSF is asking again

## GENERAL DESCRIPTION OF BIDDING METHODS

### ACOL, WEAK NT, 3 WEAK TWOS

#### 1NT OPENINGS AND RESPONSES

<b>Strength</b>	(11)12-14	Occasional singleton
<b>Responses</b>	2♣ Stayman – followed by 3m GF, 2D-3M NF Majors 55/64	
2♦	Hearts, then 3L new suit GF, jump splinter, raise NF: break to xx	2♥ Spades, then 3L new suit GF, jump splinter, raise NF: break to xx
2♠	Clubs (3♣ = support), then 3M shortage	2NT Diamonds (3♦ = support), then 3M shortage
<b>Others</b>	3X = short (3♠=4♥), 4♣= ace ask, 4R=transfer, always re-transfer	
<b>Action after double</b>	XX=bid 2♣, suit=lower of 2, P-P-XX=5cd suit	
<b>Action after natural overcall</b>	X=T/O @2L/3L, 2NT puppet to 3♣, 3X GF, 3NT no stop	

#### TWO-LEVEL OPENINGS AND RESPONSES

	Meaning	Responses
2♣	Strong	2♦ waiting 2♦-2♥ is hearts or GF flat - 2♠ asks
2♦	Usually 6+ and 3-10 hcp	New suit F1 (raise else OGUST)
2♥ 2♠	Varies with position and vulnerability	2M -2NT asking shortage, promises GT+ values. Still applies if they X or make 2M overcall. (2♦-2N OGUST)
2NT	20 – 22 balanced	3♣ simple Stayman, 3R/4R transfers 3♠=minors, 4♣=1 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=2, 6♣=clubs)

Both players of a partnership must have identically completed convention cards.  
Cards must be exchanged with opponents for each round.