

OPENING LEADS

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

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

A/K above 3N for attitude/count. From xxxx order is x12x, from xxxxx order x1xx2.

In partner's suit 3rd/5th unless length known **In my suit and above 4N , 2nd from HH.**

CARDING METHODS (WHEN BEING HONEST)

	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	Low for even number	Same

Other carding agreements

Count HI=ODD : Attitude HI=BAD If no attitude needed, count (HI=odd).

Smith Peter to 4N (HI-LO by leader = good alternative, by partner = keen on lead)

If default signal irrelevant, default to count at NT, to SUIT PREF at suits

With equal cards "xxx" : first card = which suit, then hilo=good, lohi=bad - OFTEN

SUPPLEMENTARY DETAILS (continued)

Continuations after 1M opener

1♥-1♠-1N : 11-average 14 flat and 2♣/2♦/2N relays

1♥-1♠-1N-jmp: NF in M, GF with 55 if m

P-1M-2C : good 3+ cd support

1M-2N : good support but not GF

1M-2N-3suit/M = short & non-min/min

1M-2N-4new = void

1M-3M+1-next : asks which singleton

1M-2M : strongly constructive 3cd raise

1M-2M-3X : short suit trial bid

(1♥-2♥-2N for ♠) 1M-2M-next : says no shortage

1any-X-suit-X is that suit and some values

Intervention over asking bids (except RKC): pass if they bid above your bid, X if they bid your bid, respond as normal otherwise. (TBC)

Transfers (**RUBENSOHL**) after all of : 1M-X, 1L overcall, 2L intervention over 1♣/1N (except when 2♣ and natural), their Michaels cue in major, natural jump 2N rebid

GENERAL DESCRIPTION OF BIDDING METHODS		
Prepared 1♣ with transfers		Mixed Two Bids
1NT OPENINGS AND RESPONSES		
Strength	good14-average 17	may have singleton ✓
Resp	2♣ Stayman (then 3m GF, 3M/4♥ 55 majors) or raise to 2N	
2♦	hearts	2♥ spades
2♠	invite or strong, ♣ or ♦	2N {weak ♣ or ♦} or {strong ♣+♦}
Others	3X = shortage, 4♣=ace ask (count), 4R=transfer, 4♠=range ask	
Action after X	XX=opener to bid 2♣, suit=lower of 2, P-P-XX=5cd suit	
If they bid	X takeout@2L,3L; 2N transfer to 3♣, 3any transf, 3N no stop	
TWO-LEVEL OPENINGS AND RESPONSES		
Meaning	Responses	More
2♣ Strong	2♦ nothing better to say (then lowest bid is 2 nd neg if not 2♥ rebid) 2♦-2♥ is hearts or GF flat, 2♠ asks	
2♦ Weak 2M only	2/3M p/correct, 2N/4♣/4♦ enquiry	
2♥ 55+ M+minor	2♠ F1; 2N enquiry, 3m pass/correct	
2♠ 3-10 pts (atv)	2N enq, 3m pass/correct, 3♥ NF	
2N 20-21 flat	3♣ asks with 3♥=4/5, 3♠=5, 3N=44 ma	
OTHER ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE		
NO SERIOUS/NON-SERIOUS; GAZILLI ON; GOOD/BAD 2N		
1X-2m is GF; GF jump shifts over 1m, after 1♣ even in competition		
3N opening is Gambling style (little else in 1 st /2 nd) and 4♦ asks singleton		
Transfers after 1x-1y-2N but not after 1y-2x-2N		

OTHER OPENING BIDS

		#	MEANING	SPECIAL RESPONSES
1♣		2+	clubs or balanced	2♣ inverted GF (then 2♦=weakNT) , 2M low end wk2, 1N/2N promise clubs, 1R transfer, 1♠ flat or diamonds, 3♣=weak
1♦		4+	unbalanced	2♦ inverted not GF, 2M =strong, 3♣ invites
1♥ 1♠		5+		2lower GF; 2N support GT+; 3lower invites; 1♥-2♠ strong; 2M good raise; DJ+ shortage (single,void*3)
3X	<11	5+	obstr 1 st /3 rd (&2 nd @G) 3N gambling	4m is fit bid 4♦ asks shortage
4X				

DEFENSIVE METHODS AFTER OPPONENTS OPEN NATURAL 1X

Simple overcall	wide range	jumpcue/2N by 4th is 4cd support for M and mixed/good; transfer advances 1N on
Jump overcall	weak, except strong over weak	
Cue bid	55+ in MM or Mm usually; jump cue asks for stopper; d-jump cue shows 10 tricks in M	2N over 2M game try enq (3m=min,3M=max corresp)
1N Direct: Protective:	15-19 11-14	system on unless 2 suits shown.
J Direct: 2N Protective:	At least 55 lowest two, weak or strong (good 5-5 if sandwich); ♦+other after 1M-P-2M. Protective=18-19 flat + system on.	
OPPONENTS OPEN WITH	DEFENSIVE METHODS	special responses
Strong 1♣	X/1♦/1N = two suits same C/R/O; 2N=minors, WJOs 1♣-P-1♦:X=♦+other,1N=2others	NT acts as cue bid
Short 1♣/1♦	2m natural; 2♦ majors 3m SJO, 2N=♣+♦	
Any 1NT Gambling 3N over 1m-P-1N over 1♣-<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♣=max♥,3♦=max♠) 2M-3m is p/correct
Weak 2	X takeout, cue shows MM or seeks 3N, 4m= 55 m+major (2R-4R shows 10 tricks in M)	2N over X-P forces 3♣ (Lebensohl)
Weak 3	X takeout, cue is MM or m+OM; 3♣-4♦=♦+M Same as 1N over their gambling 3N	
4 bids	X takeout over m/values over M	
Multi 2♦	X balanced 12-16 or strong, P then 2N minors; 4m=m+hearts (55+)	

SLAM CONVENTIONS

Name	Meaning of Responses	Action over interference
4♦, 4♠, 4N ace asking	step1=4/1, step2=3/0, step3=2-noQ, step4=2+Q, step5=0/2+void, higher=1/3+vd; Qask-step1=no; K ask is to bid lowest king ALWAYS LOWEST FREE BID FOR Q/Ks we do not play NON-SERIOUS 3M+1	P=first step, D=next
U jump ace ask	Now step1=0/3, step2=1/4	
(?)-1M-P-3M-next	asks for shortage (3N=short spade)	

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; d-jump/4L-jump is spl; 2over1 GF off; transfers after 1M-X (from 1N)			
Exceptions +	1♦-jump-P-P-2N=bid 3♣ (for single suit compet). Competitive 2N prelude to wk bid.			
Agreements after opponents double for takeout				
redouble	9+ penalty	new suit	varies	jump in new suit fit (4 cards) else weak
jump raise	pre emptive	2NT	support	other
Other agreements concerning doubles and redoubles				
responsive X denies 4♠ over ♥; can be game try if no other available Of slam (except sacrifice) or by pre-emptor : asks for unusual lead (or lowest lose-able A) Of 3+ level cue of my suit by opponents : interested in a different lead Of a splinter at 4L: lead lowest un-bid suit if vulnerable, suggests sacrifice if we're non-vul After 1N-X-suit: X by 4th is general values, second X by 2 nd =extra values & willing to defend Of opponents transfer after 1N: that suit or strong flat but if weakNT-P-2♣, then X=big hand.				

OTHER CONVENTIONS

New suit forcing unless bidder already limited.
 1N-intervention-4R : transfer is cancelled
 After FSF (GF as fourth bid) : lowest suit=neutral, jump FSF is 55 GF.
 After a 2L-reverse : lowest of 2N/FSF is blackout.
 1m-2N-3C = lacking a 5cd suit, so new suit promises 5m

BLACKWOOD RULES for MINORS : where jump to 4♦ is slam try in clubs it becomes RKC; where minor has been agreed and 4♦ would be forcing then 4♦ is RKC. if 4m both agree same minor, 4♣ is neutral, 4♦ is RKC.