

| OTHER OPENING BIDS                                |                       |  |  |
|---|-----------------------|--|--|
|   | len                   | MEANING  | RESPONSES  |
| 1♣  | 3+                    | natural  | 1♣-1N shows 4 clubs (8-10); 1other-1N=wide range; 1N (2N) rebid 11-14 (18) with 3-way check-back. 2/1 GF. 1any-2N GT+ 4 card+ support. Double jumps over 1M: lowest=any splinter, others voids: 1suit-2higher=weak, 1suit-3lower=invite. Over 1M (x) 3N = pre-emptive raise with some defensive values |
| 1♦  | 3+                    |  |  |
| 1♥  | 5+                    |  |  |
| 1♠  | 5+                    |  |  |
| 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   |
| 3M  | 6+                    |  |  |
| DEFENSIVE METHODS AFTER OPPONENTS OPEN NATURAL 1X |                       |  |  |
| Simple overcall                                   |                       | Wide Range   | Transfers from 1N.FJs. J-2N GT+ 4card support  |
| Jump overcall                                     |                       | Weak except strong over weak   | 2N over 2M game try enquiry (responses as over weak 2)   |
| Cue bid   |                       | Over minors=majors<br>Over majors=OM + a minor.<br>Sandwich RHO suit=natural                             | Over 2M, 2N asks range (3m=min,3M=extras + that m)   |
| 1NT   | Direct:<br>Protective | 15-18<br>11-14   | System on unless 2 suits bid when lowest cue is Stayman  |
| J<br>2NT  | Direct:<br>Protective | At least 5/5 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 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♣,<br>2N Gambling 3N<br>Over 1m-P-1N  |                       | 2C=Majors, 2♦=one major<br>2M = that M + a minor<br>2N minors or GF 2-suiter<br>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<br>5N=0/2+void,6X=odd#+void<br>Q ask: NO=trumps suit<br>After 4N then 5N asks Specific Kings | 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;<br><i>Only 1N, Y and 1any 1N, Y are penalty</i> |                                   |
| 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 suit   | Transfers from 1N after major (x) |
| Jump raise   |   | 2NT  |                                   |
| Pre-emptive  |   | 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.<br>Of slam (except sacrifice) or by pre-emptor: asks for unusual lead<br>1any-X-suit-X is takeout<br>After 1N-X-suit: first double TO, subsequent doubles penalty. Over 2m forcing pass by 4 <sup>th</sup> hand<br>Of opponents transfer after 1N: X shows that suit (usually overcalling strength) but double of weak NT-2♣ is good hand<br>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♣<br>1♣ - 1M - 3♦ = Splinter 1m-1M-4M = 18 Bal 4 card support<br>After jump 2N rebid: Transfers apply.<br>After 2♦-2♥-2♠, 3♠ = 5332, 3NT = 6 spades (slam try)  |   |  |                                   |



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| 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        | <u>10</u> 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>        | <u>10</u> 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). 3 <sup>rd</sup> /5 <sup>th</sup> in partners suit.<br>If giving count, original 4 <sup>th</sup> on second round – except if leading the suit xxxx order is x12x and xxxxx is x1xx2<br>From AK doubleton, whatever feels unusual<br>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    |                |                        |                      |
| 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)<br>Attitude with respect to the obvious switch: if switch certain and 2 options, then suit preference   |                                  |                     |                      |                               |                |                        |                      |
| SUPPLEMENTARY DETAILS (continued)  |                                  |                     |                      |                               |                |                        |                      |
| <ul style="list-style-type: none"> <li>➤ After 1suit-2N: 3♣=min, 3newsuit=extras &amp; short (3mysuit for clubs), 3N=extras no short, 4L=min with void: after 3♣ responder uses same style with 3mysuit=sign off</li> <li>➤ After a reverse at 2L: suit at 2L is F1, 2N puppet to 3♣ for weak hands, any suit at 3L is GF</li> <li>➤ After 2L response: jump 3L is 55 concentrated, 3mysuit is strong 7 carder</li> <li>➤ 1♥-suit-3♥-4m: new suit is cue with hearts, rebid of suit is natural</li> <li>➤ 1M-1N-3M-4m: natural and forcing</li> <li>➤ 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</li> </ul> |                                  |                     |                      |                               |                |                        |                      |

| GENERAL DESCRIPTION OF BIDDING METHODS   |   |  |  |
|--|---|--|--|
| <b>15-17, 5 CM, Better Minor, 2/1GF, Weak 2♥/♠, 2♦=19-20 Bal</b>   |   |  |  |
| 1NT OPENINGS AND RESPONSES   |   |  |  |
| <b>Strength</b>  | 15-17   |  | Occasional singleton   |
| <b>Responses</b>   | 2♣  | Stayman – followed by 3m GF, 2D-3H 5/5M Inv, 3S 5/5 M Forcing (Slam Try)                   |  |
| 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 |
| 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<br>2♦-2♥ is hearts or GF flat - 2♠ asks   |  |
| 2♦   | 19-20 Balanced  | 2♥=♠, 2♠= Puppet to 2NT, 2NT = ♣, 3♣=♦, 3♦/♥/♠= shortage.                                  |  |
| 2♥<br>2♠   | Varies with position and vulnerability                            | 2M -2NT asking shortage, promises GT+ values. Still applies if they X or make 2M overcall. |  |
| 2NT  | 21 – 22 balanced  | 3♣ simple Stayman, 3R/4R transfers<br>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<br>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.